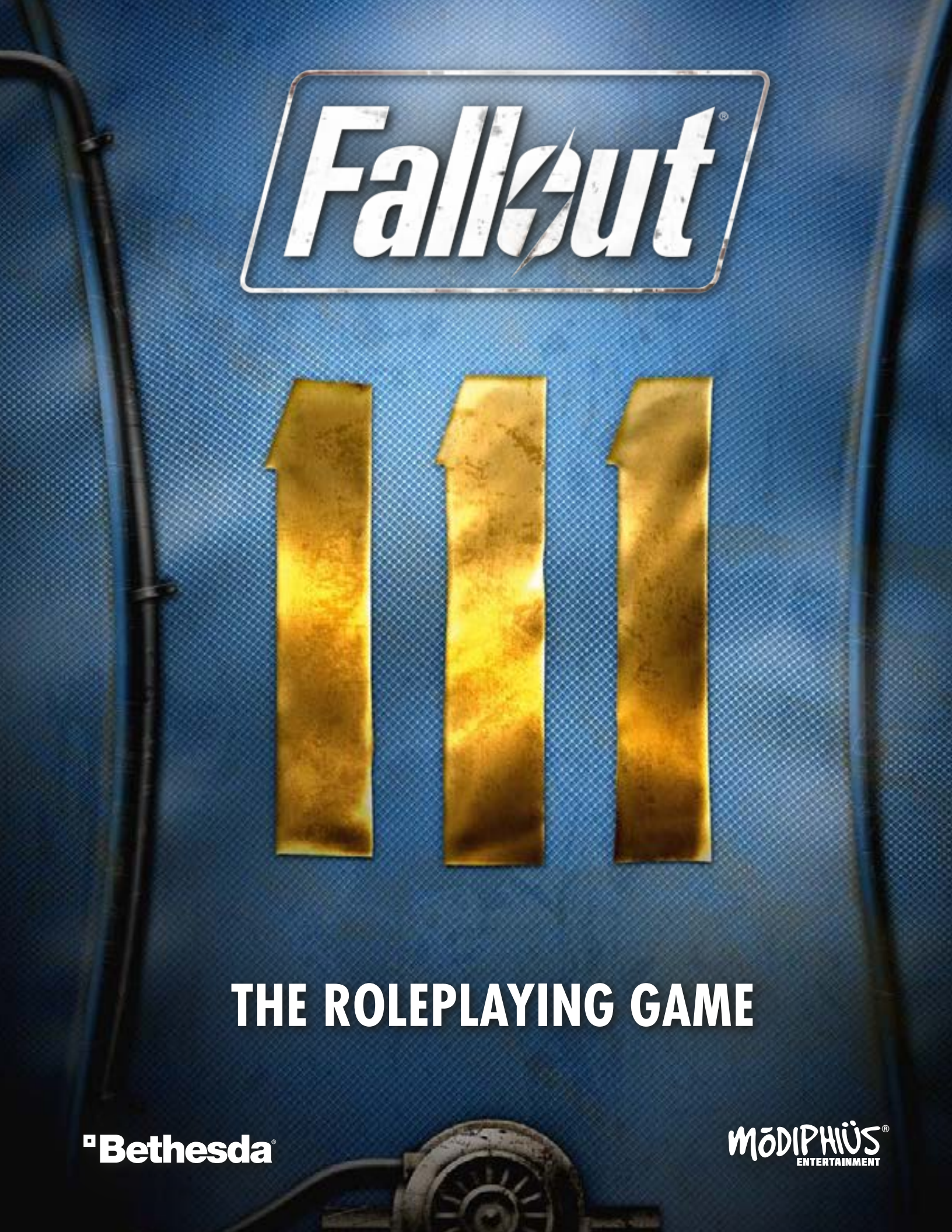
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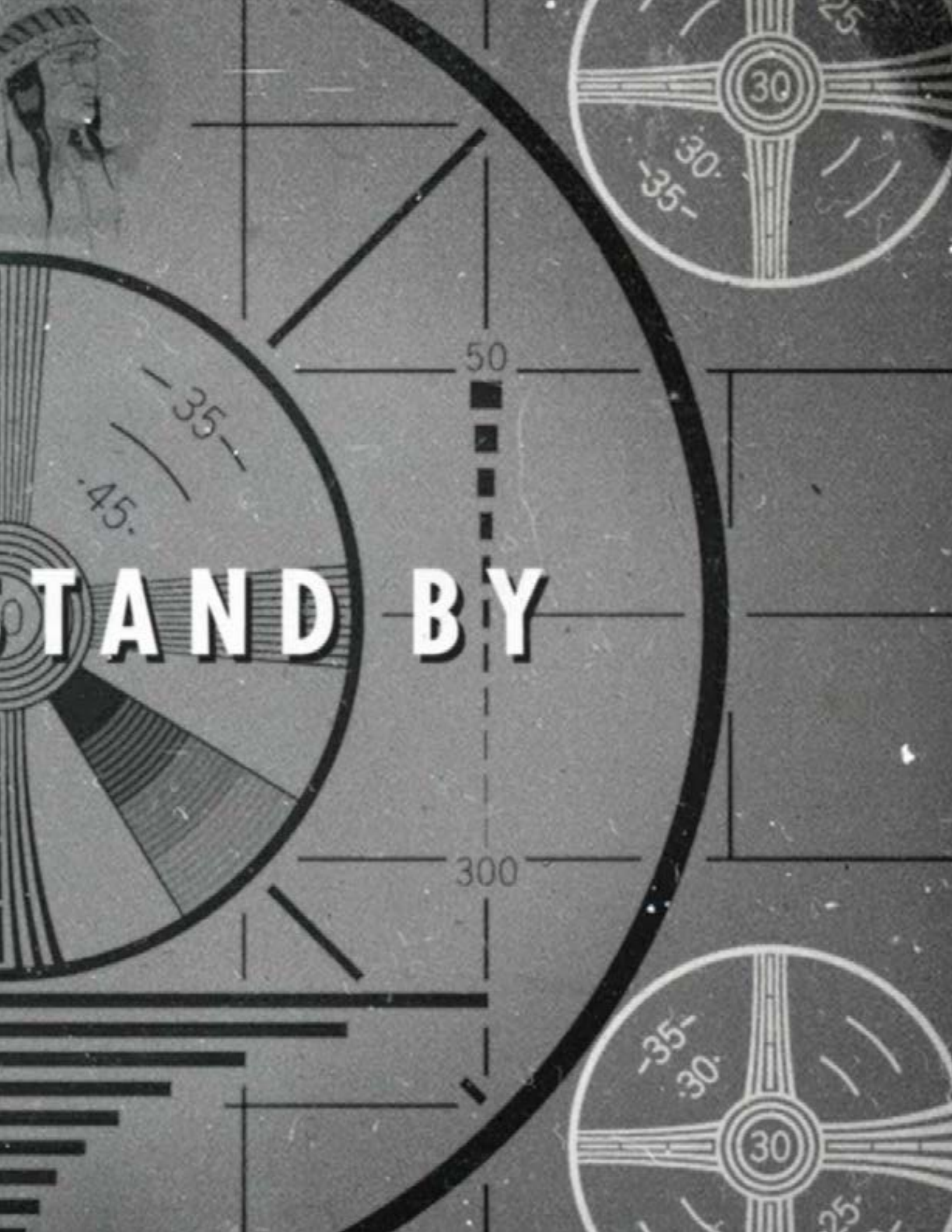
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Introduction

WELCOME TO THE WASTELAND

WAR. WAR NEVER CHANGES

The United States of America is no more. It was destroyed when the world's nuclear warheads were launched. The ensuing apocalypse brought an end to both the Great War and the civilized world. In its place exists the Wasteland, an irradiated landscape pockmarked by ruined cities, decaying civilizations, and pockets of desperate survivors. It is inhabited by a variety of mutated creatures, horrific beasts, and undying ghouls. The radiation from the detonations spread quickly. Everything that wasn't killed immediately was irradiated, and most of the country's diverse plant and animal life was wiped out.

Survivors work to reclaim what little they can and salvage what they cannot rebuild. Civilization is starting to take root again and certain areas of the country have reached a level of stability that might even be called comfortable, at least for the rich and powerful.

Disparate factions have begun to split off as these communities have grown. Each faction looks to make its own way, and some are far more dangerous than others. By far, the most dangerous are the Raiders. They place no value on any human life but their own. Yet civilization has begun to flourish, despite the

WELCOME TO THE COMMONWEALTH

The default setting for ***Fallout: The Roleplaying Game*** is the Commonwealth. This is the same setting as the *Fallout 4* videogame. Many of the locations, characters, and aspects of the Commonwealth in this book are presented from a 'start of game' perspective. This means that they are a blank slate, without any impact from the in-videogame character choices. Some exceptions may be made, and often this is noted in the text if a place or character is dependent on another event happening. The setting is presented in this way so that you have the freedom to explore and craft your own stories and quests in any way you desire.

Gamemasters who are familiar with the *Fallout* setting may wish to run games in other time periods or one of the other wastelands seen throughout the *Fallout* series. While this book does not cover those other areas, the rules presented here can still be used to tell those stories, though some adjustments may be needed to fit the tone, location, and time period, depending on the gamemaster's needs.

opposition. Trade, economy, and even government have begun in some areas of the wasteland. Each community adapts or adjusts its own governmental system according to its needs. Merchants travel protected routes, trading at cities across the wasteland. The merchants have created a new currency in the form of bottle caps ('Caps').

Life in the wasteland is harsh. The sun beats down hard and the radiation is intense. Clean water and food are rarities. Most survivors have been forced to adapt to dirty water and irradiated food. Surviving alone is difficult at best, but living in a community comes with its own struggles.

WHAT IS IN THIS BOOK?

This book contains all the information needed by players and gamemasters to begin playing a tabletop roleplaying game set in the *Fallout* universe. Regardless of your experience with roleplaying games, this book takes you through the steps to create your character and learn the rules of the game, as well as giving you all the setting information and gamemaster advice you need. It even includes a quest to get you started!

WHAT KIND OF QUESTS CAN I HAVE?

The list of possible quests you can have with ***Fallout: The Roleplaying Game*** is endless. You could explore the horrifying and puzzling experiments of Vault-Tec; become mercenaries, protecting or preying on trade caravans and settlements; trying to make it to the big time with enough caps to live in the post-apocalyptic equivalent of luxury. Find yourself up against the illusive and dangerous Institute who create synth replicas while hiding beneath the ruins or meet with the mighty Brotherhood of Steel and their advanced technology. Or perhaps you are just a group of wanderers, searching for your place in the wasteland and trying to rebuild humanity.

With the options to play both vault dwellers and wastelanders, as well as ghouls, super mutants and even the beloved robotic Mister Handy, ***Fallout: The Roleplaying Game*** allows you to explore any aspect of the wasteland that you wish, from the viewpoints of many of its denizens. Navigate through ruined vaults, get involved with faction politics, or simply search through the ruins of the old world. It is all there to uncover, if you can survive the Wasteland's monstrous creatures, nuclear radiation, political struggles, and the occasional raider attack.

WHAT YOU NEED TO USE THIS BOOK

You'll need a few things to begin your journey across the wasteland. Once you've assembled everything here, you can begin!

PLAYERS AND A GAMEMASTER

You will need a few players (we recommend 3 to 5) and one gamemaster. The players all create a character and together they form the group who travel across the nuclear wastes to take on its challenges. The gamemaster takes on the role of running the game. They play all the other characters, set the challenges the players face, shape the plot of the campaign and adjudicate the rules. Additional advice for the gamemaster and what the role entails can be found in *Chapter 9: Gamemastering*.

CHARACTER SHEETS

Each player needs a character sheet to record their character's information. You can find an example character sheet at the back of this book, or you can download them from modiphius.net. If you are using printed character sheets, we recommend filling them in using pencil, as information about your character may change as the game progresses. Alternatively, you can also record this digitally using PDF versions of character sheets on a laptop, tablet, or mobile device, or even write down the information on a plain piece of paper. If you can easily reference, understand, and adapt the information, you are good to go!

DICE

Fallout: The Roleplaying Game uses two types of dice, which can be easily found online or in gaming stores. The first is a twenty-sided die (called a d20) and a regular six-sided die (called a d6).

Ideally, you want at least two d20s per person. If your dice supplies are limited, the group can make do with sharing a set of d20s. You'll never need to roll more than five d20s at once.

You will also need at least four d6s. When these dice are used in the game, they care called Combat Dice and are abbreviated to throughout this book. We recommend using the custom d6s created for ***Fallout: The Roleplaying Game*** which can be bought from modiphius.net The symbols featured on the die faces have various meanings, which are explained later and make for easier reading of results. If you don't have the custom dice, you can use normal d6s with numerical faces and reference the table on page 29 for the results.

TOKENS, CHIPS OR CAPS

You will also need some counters to keep track of Action Points. You can use poker chips, beads, or other tokens to represent these. You can even use caps available from modiphius.net to represent Action Points if you want to go all-in on the *Fallout* theme!

If you don't have any tokens to hand, you can track Action Points on a piece of paper. While this makes it a little harder to visualise, providing you have one player at the table keeping track of the players' Action Points and the gamemaster keeps track of their own, this method also works just as well.

PAPER AND PENCILS

Lastly, you're going to want to have some spare paper and some pencils. Not only will you want to fill in your character sheet, but you'll want to record notes during your game sessions.

You may discover information from the gamemaster about a character or place or want to note down things about your quests as they happen. Some players use spare paper and keep this with their character sheets. Other players may find using digital note-taking easier or use a journal or notebook specifically for their game.

★ *Chapter One* ★

CORE RULES

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Chapter One

CORE RULES

TABLETOP ROLEPLAYING

When you play a tabletop roleplaying game, your **gamemaster** (also called the **GM**) and fellow players are asking you to share your own story of exploring the post-nuclear wasteland, where mutated monsters lie in wait around every corner and fellow survivors harbor a deep suspicion of others. As a group, you will travel ruined highways and ramshackle towns, completing quests, and building settlements by describing what your character does as an improvised story. When you want to accomplish something in this story, you'll use the game rules to resolve whether you succeed or fail at your task.

In any situation where your character's success is in doubt, their failure is interesting, or they are at risk, you need to attempt a **skill test**. A skill test is a moment in the game where the rules are used to resolve a situation or conflict, but once that's figured out the gamemaster continues narrating the scene based on your actions, and might describe how their non-player characters and creatures react.

This mode of play is freeform, where each player can act freely in no particular order, and fictional time passes as it makes sense to the actions your group attempts. When you begin fighting, play is divided up into rounds and turns, with each player taking a turn, and each round representing a short period of time in which every character gets to act.

The Gamemaster

The gamemaster is another player at the table with different responsibilities than everyone else. They run the game, roleplaying as non-player characters and creatures, asking for skill tests, interpreting their results, and describing what happens as you explore the wasteland.

It's their job to introduce the story and respond to how your character's actions change the story, and how non-player characters respond, but they use these core rules as well when taking actions with their NPCs.

SKILL TESTS

A skill test is a method of resolving an action you want your character to attempt. You roll some dice and the results tell you whether you succeeded, failed, or complicated the situation.

When the gamemaster asks you to attempt a test, they're asking you to check your character's attributes, roll a pool of 2–5 twenty-sided dice (also called d20s, presented as Xd20 where X is the number of d20s you roll), and get more successes than the gamemaster needs for you to pass the test.

ROLLING THE DICE

1. **CHOOSE ATTRIBUTE + SKILL:** The gamemaster chooses which attribute and skill from your character sheet are appropriate for your test. Add together the attribute and the skill chosen: this is your **target number** for each d20. You can suggest which **attribute + skill** might apply, but the GM has the final say.
   - Your target number is the number each d20 must roll equal or under to generate one success.

2. **SET THE DIFFICULTY:** The gamemaster sets the **difficulty** for the test, normally between 1 and 5. The difficulty is the number of successes you must generate with your d20s to pass.

3. **ROLL THE DICE POOL:** Assemble your dice pool. You start with two d20s, but you can buy up to 3 more d20s by spending **Action Points** (see p.18). After you've added any extra dice from spending Action Points, roll the entire dice pool.

4. **CHECK FOR SUCCESSES:** Each d20 that rolls equal to or less than your target number scores one success. Any d20 that rolls a 1 is a **critical success**, which is worth two successes.
   - If the skill you're using is a **Tag Skill** (see p.47), then you score a critical success for each die which rolls equal to or less than your skill rating.
   - Each d20 that rolls a 20 generates a **complication** (see p.15)

5. **CHECK SUCCESSES AGAINST THE DIFFICULTY:** If the number of successes you scored equals or beats the difficulty of the test, then you have passed. If the number of successes scored is less than the difficulty, you have failed.
   - Each success above the difficulty becomes an Action Point, (see p.18).

6. **GET THE RESULT:** The gamemaster describes the outcome, and if the test was successful you can spend Action Points to improve the result further. After that, the GM introduces any complications.

Skill Test Summary

Add up your **Attribute + Skill** combination

Check the **difficulty**

Want to **buy d20s** using Action Points?

Roll the dice

Count your successes.
Did you get enough compared to the difficulty?

Any extra successes become **Action Points** to spend or save

***Example:** Nate needs to find out if Codsworth is okay, as he's been on his own for 200 years. His test is difficulty 1, and he must use CHA + Speech (7 + 2 = 9). Nate's player rolls 2d20, checking the results separately, and rolls a 5 and a 19—because the 5 is equal or below Nate's target number, he scores 1 success, and passes the test. Codsworth describes how hard it's been to try and keep the house clean for two centuries…*

TARGET NUMBER

When your gamemaster asks for a skill test, you agree to an **attribute + skill** combination from your character sheet that best applies to the action you're trying to achieve. That target number, made by adding your chosen attribute and skill, gives you the number each d20 must roll equal to, or under—if it does then you generate one success.

SUCCESSES AND DIFFICULTY

The number of successes you need to generate with your d20s to pass a skill test is called the difficulty. Only needing 1 success describes a routine task, while needing 5 successes reflects a difficult task that can only be completed with guts and determination.

Each d20 that rolls equal to or under the target number generates 1 success. However, a d20 can generate 2 successes by rolling a critical success. For example, if you had a target number of 10 (made up of an attribute + skill combination of 8 + 2), each d20 that rolled 2–10 would generate 1 success, while any d20s that rolled 1 would generate 2 successes. If you were using a tagged skill, each d20 that rolled a 3–10 would generate 1 success, while any d20s that rolled 1–2 would generate 2 successes.

Total up the number of successes and compare them against the difficulty—if you equal or beat the difficulty you pass the test. Any extra successes over and above the difficulty become Action Points (see p.18) that allow you to improve the test's outcome or buy more d20s for future tests.

Test Difficulty Examples

DIFFICULTY	EXAMPLE
0	Gathering rumors around a settlement, searching a room in an abandoned building
1	Shooting a target at close range, picking a simple lock
2	Breaking down a reinforced door, treating an injury
3	Identifying an unknown poison, deactivating a robot from behind
4	Hacking a complex computer, disarming a landmine
5	Convincing an enemy to stand down, shooting a target at long range on a stormy night

CRITICAL SUCCESSES

Whenever you attempt a test, any d20 that rolls a 1 is a critical success. Each critical success you roll generates two successes.

If the skill you're using is one of your Tag Skills (see p.47), then you'll score a critical success for any d20 that rolls equal to or less than your rating in that skill. For example, if your Sneak skill is 3, and it's a Tag Skill, any d20 that rolls a 3 or lower will be a critical success.

Default Attribute + Skill

The skill list on your character sheet lists a default attribute associated with each skill. Some tests may prescribe a default attribute + skill combination to work out your target number, but at the GM's discretion you can suggest a different combination.

You might use **INT + Small Guns** to identify the make of a weapon, or **STR + Medicine** to pop a dislocated shoulder back into place. You can always suggest alternative attribute + skill combinations for your target number, but your GM has the final say.

COMPLICATIONS

When attempting a test, each d20 that rolls a 20 causes a complication—a new detail in the scene that makes things more difficult that comes into effect once the test has been resolved. A complication could introduce a new problem—like a gun jamming, or breaking a lock pick—or it could make specific skill tests more difficult in future, like insulting a merchant so **CHA + Barter** tests with him in future are increased in difficulty by 1. Complications do not prevent you from succeeding, but they do introduce something new to the story that makes things more difficult.

If you and the gamemaster can't come up with a complication for you, in the scene you're in, the GM can instead gain 1 Action Point to use for their non-player characters and creatures later.

Example: ***MacCready has a mysterious disease, and his player has rolled a complication on his Medicine test to try and recover a little to keep moving north. The GM can't think of a complication and asks the group, "Do you have any ideas?" MacCready's player suggests, "he could get a fever," and the GM takes the suggestion and uses it. "Your head pounds— any INT test difficulties are increased by 1 until you get it healed."***

DICE POOL

Normally, you roll two d20s and check their results individually against your target number and count up the number of successes you generate, but you can buy more dice to roll! With Action Points you can buy up to 3 more d20s to roll on a test. This means you can roll a total pool of 5d20 at any one time. Action Points are covered on page 18.

Example: ***Cait is facing a difficulty 3 test to steal some bottle caps from right under her captors' noses, and with 3 Action Points in the group pool, she opts to purchase two more d20s using all 3 AP in the pool. Her player will now roll 4d20, improving the odds of generating the 3 successes they need.***

DIFFICULTY ZERO TESTS

Some tests may be difficulty 0, or your character's perks or gear may reduce a test's difficulty to 0. If a test is difficulty 0, you don't need to roll—your action is automatically successful with no risk of complications. However, because no roll is made, you don't generate any Action Points either.

At your GM's discretion, you can still choose to roll the dice against a difficulty of 0. Because zero successes are required, every success becomes an Action Point, but you can still suffer complications by rolling a 20, as normal. This sort of difficulty 0 test is useful if it's important to see how successful your character is when there's no chance of failure.

OPPOSED TESTS

Sometimes you'll face situations that are not difficult because of the task itself, but because of an opposing force trying to prevent your success. In these cases, you and the opposing player (normally the GM) will both roll a dice pool and compare results to see who wins.

When another character opposes you in a test, their player rolls their d20 dice pool, after buying any extra d20s, and the number of successes they generate becomes the difficulty of your test. Then, you attempt your test with your opponent's number of successes as your difficulty. If you equal or beat your opponent's number of successes, you win the opposed test, and any extra successes become Action Points. If you do not generate enough successes to meet the difficulty, you fail, and your opponent could generate AP.

Example: ***Paladin Danse is grappling a deathclaw, holding it back from advancing on his squad. The GM decides this is an opposed test and rolls a test for the deathclaw. Rolling 2d20, the GM scores 3 successes, meaning Danse's test will be difficulty 3. Danse has a target number of 8, so his player decides to buy two more d20s with the Action Points in the pool, to ensure he gets the successes he needs and rolls the pool of 4d20s. They roll a 1, 5, 6, and 18, which generates 4 successes! Danse holds his ground, and banks 1 AP for the extra success. Had he rolled a 10 instead of a 1, he would have failed by one success instead, and the GM would have gained one AP for the deathclaw.***

ASSISTANCE

Difficult tasks are often completed through teamwork. When someone else is attempting a test, you can assist them if your GM allows it. Describe how you are helping and decide with the GM which attribute + skill combination you're using—it doesn't have to be the same combination as the person you're helping. Then, roll 1d20 and add any successes you generate to theirs, providing they score at least 1 success of their own. If they didn't generate any successes, then you can't add your success to the total.

Action Points in Opposed Tests

In an Opposed Test, the opposing characters spends AP first and then rolls. The active character then may spend AP to add dice to their pool (if they wish) and then rolls.

If two player characters are making an opposed test, then both players must generate AP for the GM in order to buy additional d20s (see p.XXX). The group pool is for team players!

When you succeed in an opposed test, you generate Action Points by comparing your result to your opponent's. When you are rolling against an established difficulty, any excess successes generate AP as normal. When you are the one to roll first, establishing a difficulty for your opponent, you generate 1 AP for each success less than your number of successes.

Increased Difficulties in Opposed Tests

In an ordinary opposed test, it's assumed the only real source of difficulty is the other character. However, if something increases the difficulty of your test, then your opponent adds that increase to their successes total instead. If something would decrease the difficulty of your test, then your opponent reduces their total successes by that amount instead. So, if your opponent is trying to sneak up on you, and it's dark (increasing the difficulty of your **PER + Survival** test by 1), then your opponent adds +1 success to their total instead.

You can't buy additional d20s if you are assisting—you can only roll 1d20—but your d20 doesn't count towards the limit of 5 that the player attempting the test can roll in their dice pool.

While assisting, you can score critical successes or complications as normal.

Example: ***Dogmeat is assisting the Sole Survivor in finding some medicine. The GM rolls 1d20 and adds any successes they get to the Sole Survivor player's roll—provided the Sole Survivor's player gets at least 1 success. Dogmeat's target number of 13. Rolling 1d20, his controlling player rolls a 5, generating 1 success, adding it to the Sole Survivor's 1 success, for a total of 2 successes.***

GROUP TESTS

When your whole group attempts a single large activity, like sneaking through an area together, or travelling through a hazardous area, you make a special kind of assisted test. This normally occurs when the difficulty is particularly high, requiring multiple participants to make short work of the task. Once the GM has set the difficulty, you must decide who is going to lead the test, while the rest of the group assists.

The leader of the group test rolls a normal dice pool: 2d20 plus up to 3d20s they buy through Action Points. Everyone else rolls 1d20, using their own attribute + skill. So long as the test leader achieved 1 success, everyone assisting adds any successes they generated to the leader's score. If those accumulated successes equal or beat the difficulty, the group has passed the group test.

Any complications generated by anyone in the group rolling a 20 can be applied by the GM after resolving the test and its consequences.

Example: ***The Sole Survivor is sneaking past a group of synth seekers, with Deacon and Strong, helping an escaped synth to their new life. The GM makes the test difficulty 4, as the synth patrol are incredibly vigilant. As Deacon is the best at Sneak, he leads the test. His player will roll 2d20, and they spend 1 AP to increase their dice pool to 3d20. Both the Sole Survivor and Strong roll 1d20 each. Deacon scores 2 successes, the Sole Survivor scores 1 success, but Strong's player fails their roll—the group scoring 3 of the 4 successes they need. The GM resolves the test, describing how Strong was too noisy, and the job of sneaking past the synth group becomes a combat encounter.***

COMPLICATION RANGE

Normally, any d20 that rolls a 20 generates a complication, however some actions can be riskier instead of just more difficult. When tests are riskier, the GM can increase the complication range of the test, so you generate complications on more results than just a 20. For each increase in the complication range, a complication is generated on the listed d20 results in the complication range table.

Complication Range Table

COMPLICATION RANGE	COMPLICATIONS GENERATED ON A....	DESCRIPTION
1	20	Normal
2	19–20	Risky
3	18–20	Perilous
4	17–20	Precarious
5	16–20	Treacherous

Success at a Cost

At times, the GM may allow you to succeed at a cost when you fail a test. In these situations, you achieve whatever it was you were trying to accomplish with your skill test; you may not spend Action Points to improve the outcome… but in exchange, the GM causes you to suffer one or more Complications as well. The GM should tell you how many Complications you'll suffer (normally only 1), and you can choose to simply fail if the cost is too high.

ACTION POINTS

When you check your successes against the task difficulty, each success you generate above the difficulty becomes an Action Point. For example, if the task's difficulty is 2, and you generate 3 successes, the extra success becomes 1 Action Point.

Action Points can be used to take additional actions, improve the outcome of a test, reduce the time it takes, learn more about a situation, or buy more d20s in future tests.

You can spend Action Points to do the following:

- **Buy d20s (1–6 AP):** Buy bonus d20s for a test, before the dice pool is rolled, but after the GM sets the difficulty. The cost increases for each die purchased: the first d20 costs 1 AP, the second costs 2, and the third costs 3. No more than three bonus d20s may be rolled for a single test, including any d20s from perks or traits.
- **Obtain Information (1 AP):** Ask the gamemaster a single question about the current situation, based on your test. The GM will answer truthfully, but the answer might not be complete.
- **Reduce Time (2 AP):** AP from a successful test can allow the test to take less time to complete, when time is important. Spending 2 AP halves the amount of time a test takes to attempt.

In combat, you can spend Action Points to do the following:

- **Take Additional Minor Action (1 AP):** Take 1 additional minor action in your turn. You can only take a total of 2 minor actions in a single round.
- **Take Additional Major Action (2 AP):** Take one additional major action on your turn. Any skill test you must attempt is increased in difficulty by +1. You can only take a total of two major actions in a single round.
- **Add Extra Damage (1-3 AP):** On a successful melee attack or thrown weapon attack you can spend AP to add 1 per AP spent, up to a maximum of +3 for 3 AP.

Bonus d20 Costs

DICE POOL	BONUS D20S	AP COST
2d20	–	0
3d20	+1d20	1
4d20	+2d20	3
5d20	+3d20	6

You spend Action Points either before or after you roll dice, and each option describes when you can spend Action Points to take advantage of its effect. You buy extra d20s for a test before you roll, while you spend Action Points after a test to obtain information, reduce the time, improve the quality of the success, or take an additional action.

SAVING ACTION POINTS

If you don't want to spend the Action Points you generate immediately, you can save them for the group to use later. You can save up to a total of 6 AP as a group, and anyone can use the Action Points in the group pool.

THE GAMEMASTER'S ACTION POINT POOL

Just like you, the GM has a pool of their own Action Points to spend on their NPC's actions. They start each quest with 1 AP per player. There is no maximum to how many Action Points the GM can have in their pool.

Buying Dice Without Action Points

If you don't have any Action Points to buy d20s, you may instead generate AP for the gamemaster. For each AP you want to spend in this way, the GM adds 1 AP to their pool, which they can use later on their NPC's actions and tests. You may only give the GM action points to buy d20s; you can't do this for other uses of AP.

LUCK

In addition to being one of your attributes, your Luck also provides **Luck points** that you can spend to shift the odds in your favor in a number of different ways. When you start each quest with a number of Luck points equal to your Luck attribute. You can spend Luck points to do one of the following options, both during freeform play or on your turn in combat.

LUCK OF THE DRAW

You may spend a Luck point to introduce a helpful fact or detail about the situation you're in, something that you'd have to be lucky to encounter. You could find just the right items or the right kind of ammo while you're scavenging, find a key to a locked door, or a clue to a computer password. The gamemaster may prompt you with an opportunity to do this, or you may suggest when it could happen, but they can veto your suggestions, or ask you to spend multiple Luck points to make it happen.

STACKED DECK

You may spend 1 point of Luck, before you attempt a skill test, to use LCK instead of the default attribute used for that test to determine your target number. Obviously, this only really has a benefit if your Luck is higher than the attribute it's replacing.

LUCKY TIMING

In a combat encounter, at the start of any round, or immediately after any other character or creature has acted, you may spend 1 Luck to interrupt the normal initiative order and take your turn for this round immediately. This counts as your normal turn—it simply allows you to act earlier—and you cannot do it if you have already taken a turn this round.

MISS FORTUNE

You may spend one or more Luck points to re-roll dice in a dice pool you roll. You may re-roll one d20, or up to three , by spending one Luck point, and you can spend multiple Luck points on a roll. Each die may only be re-rolled once—you cannot re-roll a die that has already been re-rolled. You must accept the re-rolled result, even if it is worse than the original roll.

***Example:** Nick Valentine is hacking a computer and his player hasn't generated enough successes to pass the skill test. They need 2 successes, and have rolled a 9 and a 19, generating only 1 success. Nick's player decides to spend a point of his Luck, and re-roll the d20 that rolled a 19. Rolling it again, Nick's player gets a 6, generating the second success they need to pass the test.*

Trinkets

Personal trinkets also allow your character to regain Luck points. Once per quest, outside of combat, your character can spend a few moments looking at the trinket, thinking about what it means to them. When you do, you regain 1 Luck point. See *Personal Trinkets*, p.80 for more details.

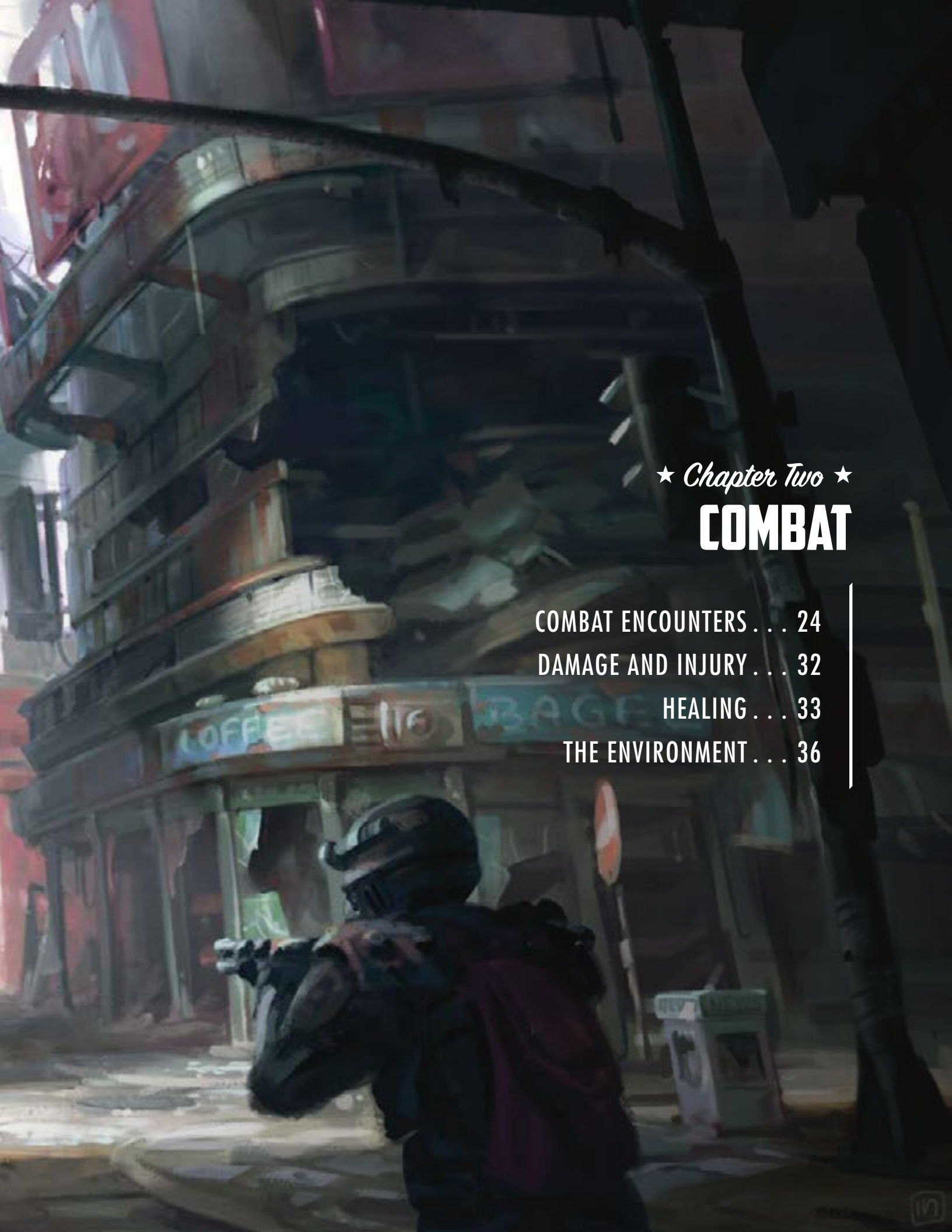
Luck Options Summary

LUCK SPEND	DESCRIPTION
Luck of the Draw	Add a detail to a scene
Stacked Deck	Use your LCK attribute for a skill test
Lucky Timing	Interrupt the normal turn order to take your turn now
Miss Fortune	Re-roll 1d20 or 3 per Luck point spent

REGAINING LUCK

You start your quest with a number of Luck points equal to your Luck attribute. Once you've spent a point, it can't be used again until the gamemaster refreshes them when you reach a milestone in your quest, or when you start a new quest. When they are refreshed, you get all your Luck points back, no matter how many you've spent. You can't have any more Luck points than your Luck attribute.

PHARMACY



★ *Chapter Two* ★

COMBAT

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Chapter Two

COMBAT

COMBAT ENCOUNTERS

Combat encounters involve characters attacking their opponents and defending themselves and their allies, and are more structured than freeform play. Instead of freely taking actions, the encounter is broken down into **rounds**, and during each round, each character takes a single **turn**. A round represents a short amount of time—a few seconds, up to a minute at most—that allows all the characters present to complete their actions, and there are as many rounds in a combat encounter as needed to resolve the conflict.

You can attempt one **minor action** and one **major action** in each turn. A minor action represents something quick or supportive of your major action, like aiming or drawing a weapon, while a major action represents something that involves more concentration or effort, like attacking an opponent, defending yourself, hacking a computer, or picking a lock.

Sequence of Play

1. **INITIATE COMBAT:** The character who initiated the combat takes a single turn before the first round.
2. **INITIATIVE:** List all characters in order of their Initiative statistic, from highest to lowest.
3. **TAKE TURNS:** Each character, in order from highest initiative to lowest, takes a turn.
4. **BEGIN NEW ROUND:** Once every character has taken a turn, the round is over; begin a new round, repeating step 3 and step 4 as many times as needed to resolve the conflict.

INITIATIVE

When combat begins, the player who initiated the combat takes a turn immediately. Once this is done, the gamemaster ranks the combatants in order of their **initiative** statistic, from highest to lowest, and the first round begins. In each round, the character with the highest initiative goes first, and then each character takes a turn in order of highest to lowest. If there is a tie, the GM decides which character or creature goes first. Once the last character has completed their turn, the round ends, and the character with the highest initiative takes the first turn of the next round. Repeat this sequence until the conflict ends.

INITIATIVE STATISTICS

- Your character's initiative is equal to their Perception plus their Agility, plus any bonuses from equipment or perks.
- A Creature NPC's initiative is equal to their Body + Mind scores (see p.336).
- A Character NPC's initiative is calculated the same as player characters, though some powerful NPCs add bonuses.

ACTIONS

You can attempt one minor action on your turn in combat. You can take one additional minor action by spending 1 Action Point, and you can take one additional major action by spending 2 Action Points, but the difficulty of any test attempted on that second major action is increased by 1. You may take your actions in any order you wish during your turn.

You cannot take more than two minor actions and two major actions on your turn by any means. You cannot take more than one movement action per turn.

MINOR ACTIONS

- **Aim:** Re-roll 1d20 on the first attack roll you make this turn.
- **Draw Item:** Draw one item carried on your person or pick up an object or item within your reach. You may put an item away as part of this action.
- **Interact:** Interact with your equipment or environment in a simple way, like opening a door, or pushing a button.
- **Move:** Movement action. Move up to one zone, to any position within Medium range. Alternatively, stand up from a prone position.
- **Take Chem:** Administer a dose of a chem that you are holding, targeting yourself or a willing character within your reach. If you're not holding the chem, then you need to draw it first.

Spending Luck to Act Faster

You can also spend **Luck points** (p.20) to interrupt the normal initiative order and take your turn earlier in the round. You must do this at the end of another character's turn but before your turn in the initiative order—you cannot interrupt another player while it is their turn. Once you have taken your turn, you do not take another at your normal point in the initiative order, until the next round.

When you spend a Luck point to take your turn earlier, you take your turn immediately, can take one minor and one major action as normal, and can spend Action Points to take additional actions as normal. You are still limited to the number of actions you can take in a round, and can be interrupted by the Ready action as normal.

Prone

You may be knocked prone by attacks, hazards, or complications. You may also drop prone willingly, at the end of any movement action you perform. Being prone has the following effects:

- When you're prone, you crawl. The Move action becomes a major action, rather than a minor action, and you cannot take the Sprint action.
- While you're prone, enemies at Medium range or further add +1 to the difficulty of any attacks against you.
- While you're prone, enemies at Close range reduce the difficulty of attacks (including melee attacks) by 1, to a minimum of 0.
- While you're prone, you can re-roll any cover you have.

MAJOR ACTIONS

- **Assist:** You assist another character with their next test. When the character you are assisting takes their turn and attempts their task, you provide assistance (p.16). If you have not yet acted this round, you may give up your turn later in the round to assist an ally when they attempt a skill test.
- **Attack:** Make a melee or ranged attack, as described in Making an Attack, p.27.
- **Command an NPC:** If you have an allied NPC under your command, choose a single major action for them to take. If the action requires a test, then you automatically assist using your **CHA + Speech** (if the NPC is a person), **CHA + Survival** (if the NPC is an animal), or **INT + Science** (if the NPC is a robot).
- **Defend:** You focus on protecting yourself. Make an **AGI + Athletics** test with a difficulty equal to your current Defense. If you succeed, add +1 to your Defense. For 2 AP, add an extra +1 to your Defense.
- **First Aid:** You try to quickly patch the wounds of yourself or an ally. Make an **INT + Medicine** test, with a difficulty equal to the number of injuries the patient has, and increase the difficulty by 1 if you are trying to perform first aid on yourself. If you succeed, you can either:
  - Heal HP equal to your Medicine rating (p.34),
  - Treat one injury the patient is suffering from (p.34), or
  - Stabilize a dying patient (p.34)
- **Pass:** You choose not to do anything.
- **Rally:** You grit your teeth, catch your breath, and prepare yourself. Make an **END + Survival** test with a difficulty of 0, and save any Action Points you generate. The GM may allow you to use a different ATT + skill for this action depending on how you describe it, such as **CHA + Speech** to inspire your allies.
- **Ready:** Describe a situation you expect to occur, and choose a major action you will perform when it does. If that action occurs before the start of your next turn, you may perform that major action immediately, interrupting other characters' actions as necessary. If more than one character has readied an action for the same situation, their readied actions occur in initiative order.
- **Sprint:** Movement action. You move up to two zones, to anywhere within Long range.
- **Test:** Perform a skill test for an action not covered by the other actions, with the gamemaster's permission.

Action Points in Combat Encounters

During combat, you can spend Action Points to do the following:

- **Buy d20s (1–6 AP):** Buy bonus d20s for a test, before the dice pool is rolled, but after the GM sets the difficulty. The cost increases for each die purchased: the first d20 costs 1 AP, the second costs 2, and the third costs 3. No more than three bonus d20s may be rolled for a single test, including any d20s from perks or traits.
- **Obtain Information (1 AP):** Ask the gamemaster a single question about the current situation, based on your test. The GM will answer truthfully, but the answer might not be complete.
- **Take Additional Minor Action (1 AP):** Take 1 additional minor action in your turn. You can only take a total of 2 minor actions in a single round.
- **Take Additional Major Action (2 AP):** Take one additional major action on your turn. Any skill test you must attempt is increased in difficulty by +1. You can only take a total of two major actions in a single round.
- **Add Extra Damage (1-3 AP):** On a successful melee attack or thrown weapon attack you can spend AP to add 1 per AP spent, up to a maximum of +3 for 3 AP.

MAKING AN ATTACK

1. **CHOOSE WEAPON AND TARGET:** Select one weapon you are currently wielding. Then, select a single character, creature, or object as the target. If you're using a melee weapon, the target must be visible to you and within your reach. If you're using a ranged weapon, the target must be visible to you.
   - **Choose Hit Location:** You may choose to target a specific part of a target creature or character. This increases the difficulty of the attack by 1.

2. **ATTEMPT A TEST:** The test is determined by the type of weapon used.
   - **Melee Weapon:** Roll a **STR + Melee Weapons** test, with a difficulty equal to your target's Defense.
   - **Ranged Weapon:** Roll an **AGI + Small Guns**, **END + Big Guns**, or **PER + Energy Weapons** test (based on the ranged weapon you're using), with a difficulty equal to your target's Defense. This is modified by the range to the target (see *Range,* p.28)
   - **Thrown Weapon:** Roll a **PER + Explosives** or **AGI + Throwing** test, with a difficulty equal to the target's Defense, modified by range.
   - **Unarmed:** Roll a **STR + Unarmed** test, with a difficulty equal to your target's Defense.

3. **DETERMINE HIT LOCATION:** If you passed your test, roll 1d20 or a hit location die to determine the part of the target you hit. If you choose a specific hit location already, you hit the chosen location instead.

4. **INFLICT DAMAGE:** Roll a number of Combat Dice ( ) listed by the weapon's damage rating, plus any bonuses from derived statistics, or from AP or ammo spent. Reduce the target's health points by the total rolled.
   - **Resistances:** The target reduces the total damage inflicted by their Damage Resistance against the attack's damage type, on the location hit. Characters and creatures have different DRs for different types of damage: physical, energy, radiation, and poison.

5. **REDUCE AMMUNITION:** If you made a ranged attack, remove one shot of ammunition, plus any additional shots of ammunition spent on the attack. If you made a thrown weapon attack, remove the thrown weapon from your inventory.

HIT LOCATIONS

There are 6 body parts that you can target as **hit locations**: head, torso, left arm, right arm, left leg, and right leg. When you successfully hit an opponent with an attack, you either randomly determine which body part you hit, or hit the body part you chose before you made the test. Use the *Hit Locations* table for reference.

CREATURES WITH OTHER HIT LOCATIONS

Some creatures in the wasteland may have other body parts—wings, claws, and tails—that do not appear on the hit location table. These locations will be listed in the creature's statistics, replacing the Hit Locations table with its own.

Hit Locations

D20 ROLL	HIT LOCATION
1–2	Head
3–8	Torso
9–11	Left arm
12–14	Right arm
15–17	Left Leg
18–20	Right Leg

Ranged Attacks Within Reach

Being in reach of an enemy is disruptive to ranged attacks and tests, adding +2 to the difficulty of any test that isn't a melee attack.

RANGE

Ranged and thrown weapons can be used to attack any target you can see, but they vary in effectiveness depending on how far away the target is from you. Ranged weapons have an **ideal range** noted in their profile (just listed as Range), which is based on the relative distance between the attacker and the target, using the zones of the combat environment (see *Distances and Ranges*, p.37). A weapon's ideal range is one of the following:

- **Close (C):** The weapon is most effective against targets within the same zone.
- **Medium (M):** The weapon is most effective against targets in an adjacent zone.
- **Long (L):** The weapon is most effective against targets two zones away.
- **Extreme (X):** The weapon is most effective against targets three or more zones away.

The difficulty of a ranged attack increases by one for each range band outside of the weapon's ideal range, whether closer or further away—a long sniper's rifle is deadly at Long ranges, but awkward and unwieldy in close quarters, while a pistol is great at Close range but less useful at longer distances.

***Example:** A scoped hunting rifle with a Long range will add +1 to the difficulty of its attacks at Medium range or Extreme range, and add +2 to the difficulty of attacks at Close range. A shotgun with a Close range adds +1 to the difficulty of attacks at Medium range, +2 at Long range, and +3 at Extreme range.*

Weapon Range Difficulty

RANGE TO TARGET	WEAPON RANGE Close	Medium	Long	Extreme
Close (same zone)	0	+1	+2	+3
Medium (adjacent zone)	+1	0	+1	+2
Long (2 zones)	+2	+1	0	+1
Extreme (3+ zones)	+3	+2	+1	0

COMBAT DICE

When your attack hits its target, you inflict an amount of damage determined by the weapon's **damage rating**. This damage rating is described as a number of **Combat Dice**, abbreviated with the symbol throughout this rulebook.

Combat Dice are specially-designed six-sided dice, with four different results as shown on the Combat Dice Results table. If you don't have any Combat Dice, you can simply use normal six-sided dice (d6) and compare the results to the table below.

When you hit, roll all the for the attack together as a single dice pool, and total up the result. This total is the amount of damage you inflict on your target. In addition, any effect symbols (the face showing the symbol) activates special abilities—called damage effects—listed for the weapon.

Combat Dice Results

D6 ROLL	COMBAT DICE RESULT	DAMAGE AND EFFECTS
1		1 damage
2		2 damage
3	Blank	Nothing
4	Blank	Nothing
5		1 damage + damage effects trigger
6		1 damage + damage effects trigger

Example: *The laser gun has a damage rating of 4 with the Piercing 1 damage effect. When the Sole Survivor hits with their laser gun, their player rolls 4 Combat Dice and totals up the result. They roll a , , , and a , inflicting 3 damage and ignoring 1 DR of their opponent's armor.*

Sneak Attacks

If the enemy is unaware of you before you attack, the difficulty to attack them is reduced by 1 (to a minimum of 0), and your attack gains the Vicious damage effect if it did not have it already, or the damage is increased by +2 if it already has the Vicious damage effect.

If the difficulty to hit your opponent is 0, you do not need to roll to hit them, but you may still decide to do so, generating Action Points and complications as normal.

INCREASING DAMAGE

You can increase the number of Combat Dice you roll to inflict damage with an attack by spending Action Points or ammunition, depending on the type of weapon you are using.

For melee weapons (including unarmed attacks) and thrown weapons, each Action Point (AP) you spend adds +1 to roll in your damage dice pool. You can spend up to 3 AP to increase your dice pool by up to +3. You can only spend AP you have saved in the group pool or generated with your attack: you cannot generate AP for the gamemaster to use this AP option.

For ranged weapons, each unit of ammunition you spend adds +1 to roll in your damage dice pool. You can spend ammunition up to the gun's fire rate. For example, a 10mm pistol has a fire rate of 2, so you can spend 2 additional 10mm bullets to increase the Combat Dice pool. An Institute laser rifle has a fire rate of 3, so you can spend up to 3 charges from a fusion cell to increase its Combat Dice pool.

DAMAGE TYPES

There are four damage types in ***Fallout*: physical, energy, radiation,** and **poison** damage.

Each weapon lists the type of damage it inflicts:

- **Physical:** Unarmed attacks, blunt force, slashing and stabbing, ballistics.
- **Energy:** Laser, plasma, and flame weapons.
- **Radiation:** Exposure to RADs, or nuclear weaponry.
- **Poison:** Toxins, chemicals, and creatures' stings and barbs.

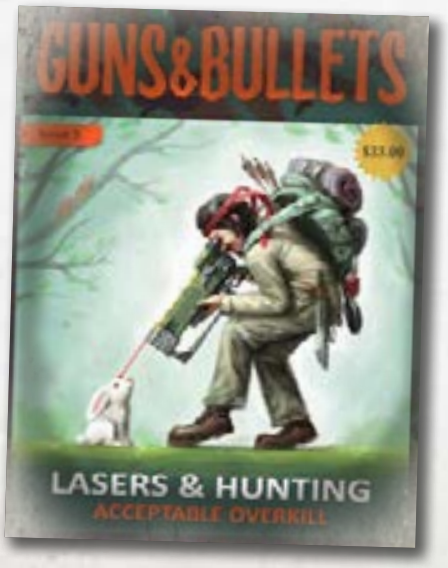
Each target has a Damage Resistance (DR) for each of these types, based on their clothing, armor, or naturally tough hides and chitin. While most forms of protection provide physical DR, energy DR is rarer, while radiation or poison protection can be particularly rare.

DAMAGE EFFECTS

Damage effects augment how the damage you inflict to a target is applied. When you roll one or more symbols in your Combat Dice pool, all your weapon's damage effects are triggered. Some damage effects are also based on the number of symbols appearing in your result, as described in each entry.

Each weapon lists its damage effects immediately after its damage rating.

- **Burst:** The attack hits one additional target within Close range of the primary target for each Effect rolled. Each additional target spends 1 additional unit of ammunition from the weapon.
- **Breaking:** For each Effect rolled, reduce the number of target's cover provides by 1, permanently. If the target is not in cover, instead reduce the DR of the location struck by 1, according to the damage type of the weapon—physical damage only reduces physical DR, for example.
- **Persistent:** If one or more Effects are rolled, the target suffers the weapon's damage again at the end of their next and subsequent turns, for a number of rounds equal to the number of Effects rolled. The target can spend a major action to make a test to stop persistent damage early, with the difficulty equal to the number of Effects rolled, and the attribute + skill chosen by the GM. Some Persistent weapons may inflict a different type of damage to the weapon, and where this is the case, it will be noted in brackets, for example: Persistent (Poison).
- **Piercing X:** Ignore X points of the target's DR for each Effect rolled, where X is the rating of this damage effect.
- **Radioactive:** For every Effect rolled, the target also suffers 1 point of radiation damage. This radiation damage is totalled and applied separately, after a character has suffered the normal damage from the attack.
- **Spread:** For each Effect rolled, your attack inflicts one additional hit on the target. Each additional hit inflicts half the rolled damage (rounded down) and hits a random location even if a specific location was targeted for the initial attack.
- **Stun:** If one or more Effects are rolled, the target cannot take their normal actions on their next turn. A stunned character or creature can still spend AP to take additional actions as normal.
- **Vicious:** The attack inflicts +1 damage for each Effect rolled.



RADIATION DAMAGE

Radiation damage is applied differently than other damage types. Each point of radiation damage, after reduction for the location's radiation DR, reduces a character's **maximum health points**, rather than their current health points. If a character's health point maximum is reduced below their current health point total, then their current HP are reduced as well.

Radiation damage is only reduced by a target's radiation Damage Resistance, according to the location hit. If the radiation would affect the whole body, like an environmental effect, then use the character or creature's **lowest** locational radiation DR.

In all cases, where a character would suffer radiation damage and another type of damage at the same time, resolve the radiation damage after any other types of damage.

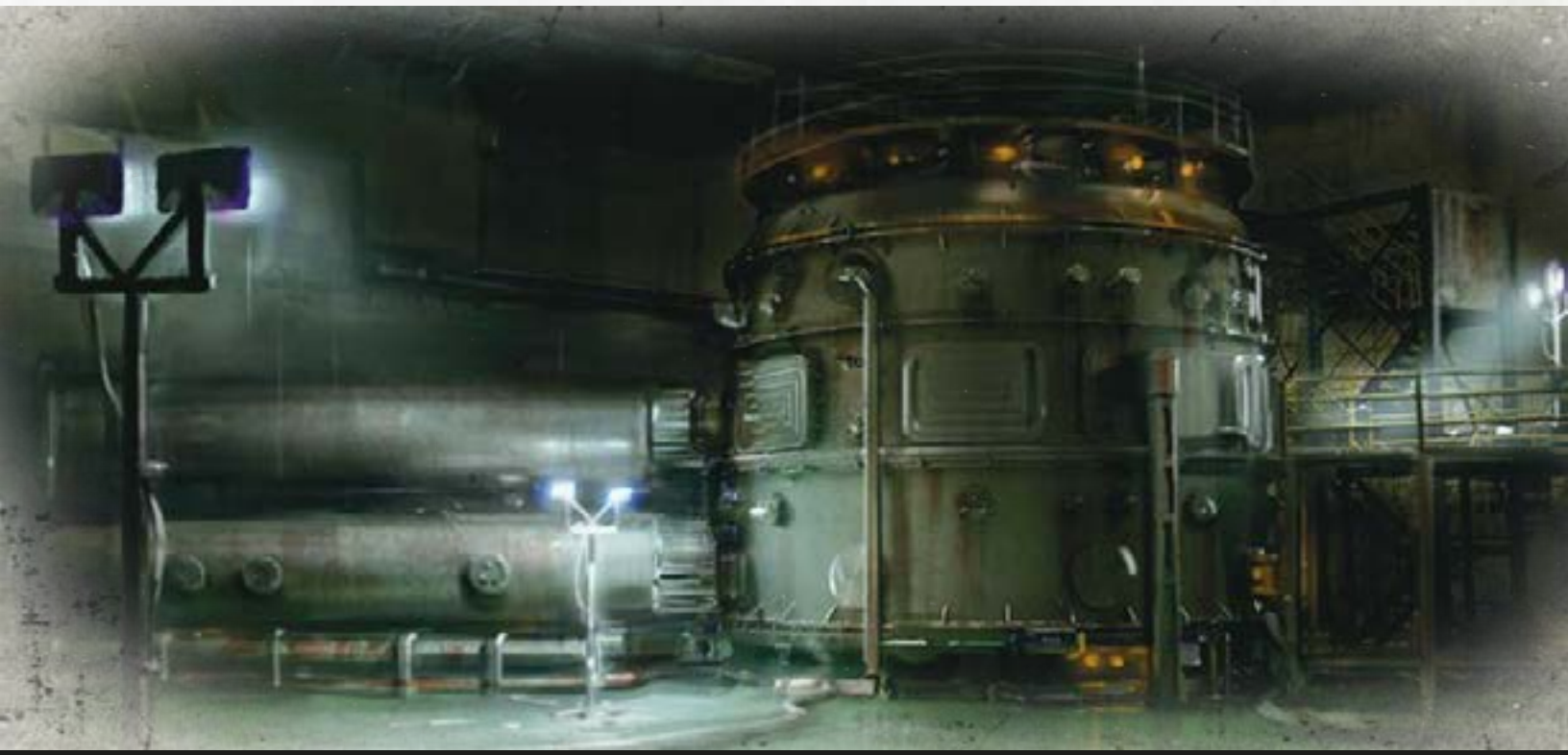
***Example:** Piper is attacked by a glowing feral ghoul, taking 3 Radioactive damage. The GM rolls their and totals 4 damage with an Effect, inflicting 4 physical damage and 1 radiation damage. Piper has 2 physical resistance, so she reduces her current health points by 2. Then, she reduces her maximum health points by 1 because of the radiation damage.*

Breaking Things

Inanimate objects can be damaged just like characters and creatures. Most of the time, the GM handles damage to your surroundings as part of the descriptions of the environment—stray bullets breaking glass, splintering wood, or ricocheting from steel—but there are times where breaking an object is the point, rather than purely descriptive.

Damaging an object works just the same as damaging a character: roll to hit, roll the weapon's damage rating, subtract the object's damage resistance, and reduce its health.

The GM provides damage resistance and health for the object you're trying to break. If you inflict a critical hit on an object—by inflicting 5 or more damage at once—you've **broken** it. Especially large objects, like vehicles, may have multiple locations which can be hit and broken, and they are destroyed when all their locations are broken.



DAMAGE AND INJURY

A character that has lost health points (HP) isn't seriously hurt—they may have suffered scratches, scrapes, cuts and bruises—but nothing that would hinder them. However, once a character's health points are reduced to 0, they are defeated, and begin **dying**. In addition, characters may suffer from serious injuries as a result of being reduced to 0 HP, or as a result of **critical hits**.

CRITICAL HITS AND INJURIES

A **critical hit** occurs whenever a character suffers **five or more damage in one hit** (after reductions from Damage Resistance). A critical hit imposes an injury on the character, which confers a penalty depending on the location hit.

- **Arm:** You drop any object held in that hand, and the arm is broken or otherwise unable to move. You cannot perform any actions using that arm—by itself or alongside your other arm.
- **Leg:** You immediately fall prone as your leg gives out under your weight. You can no longer take the Sprint action, and the Move action is now a major action for you.
- **Torso:** You begin bleeding heavily. At the end of each of your subsequent turns, you suffer 2 physical damage, ignoring all your Damage Resistances.
- **Head:** You are momentarily dazed and lose your normal actions in your next turn (though you may spend AP for extra actions as normal). Further, you cannot see clearly, and increase the difficulty of all tests which rely on vision by +2.

These effects last until the injury has received medical attention (see p.34).

DYING

When your character is reduced to 0 HP, they suffer an injury to the location struck, and then fall prone and start **dying**. If they suffer a critical hit *and* are reduced to 0 HP, they suffer two injuries: one for the critical hit, and one for being reduced to 0 HP.

While they are dying, they are unconscious, cannot recover HP from the First Aid action, and cannot take any actions. Furthermore, at the start of each of your turns while they're dying, you must attempt an **END + Survival** test, with a difficulty equal to the number of injuries they have, and a complication range of 19-20. If you pass this test, they remain alive, but are still dying. If you fail, they die.

If they suffer any damage while dying, they immediately gain one additional injury, in addition to any injury caused by another critical hit.

HEALING

When you've taken damage, there are a number of ways you can recover. In the midst of combat, stimpaks and first aid are the only ways to heal, but outside of combat you have several options.

The **Medicine** and **Survival** skills are the most useful skills for healing.

HEALING ACTIONS IN COMBAT

During a combat encounter, you can use the following methods to restore health and treat injuries.

- **Take Chem:** A number of chems, most commonly stimpaks, can be used in a hurry in combat to restore health points. Taking the minor action allows you to administer the chem to yourself, or to a willing creature within your reach.
- **First Aid:** You try to quickly patch the wounds of yourself or an ally. Attempt an **INT + Medicine** test, with a difficulty equal to the number of injuries the patient has, increasing the difficulty by +1 if you are trying to perform first aid on yourself. If you succeed, you can do one of the following:
  - Stabilize a dying patient
  - Heal Health Points equal to your Medicine rating
  - Treat one injury the patient is suffering from

STABILIZING THE DYING

Using the First Aid action, you can attempt to stabilize a dying character. This requires an **INT + Medicine** test with a difficulty equal to the number of injuries the patient has. Passing the test restores the character to 1 HP and they are no longer dying, and their player no longer has to attempt **END + Survival** tests to avoid death. The character remains unconscious and unable to take actions.

If radiation damage has reduced their maximum health points to 0, they cannot be stabilized until their maximum health points are above 0, by healing the radiation damage.

If you stabilize the patient, you can spend AP to heal additional health points. You can heal 1 HP for every AP spent. You may also spend 1 AP after stabilizing a character to wake them from unconsciousness, allowing them to continue to act.

REGAINING HEALTH

You can use the First Aid action to heal a character's health. Passing an **INT + Medicine** test will heal a number of HP equal to your rank in the Medicine skill, and an additional 1 HP for every AP you spend. You can only heal the HP of a stable character.

TREATING AN INJURY

You can attempt an **INT + Medicine** test to treat an injury sustained from a critical hit. Passing the test allows a patient to ignore the penalties of their injury. An injury treated using First Aid is not fully healed: it's merely been patched up so that it no longer imposes a penalty.

Whenever a character suffers any damage to a location which has a treated injury, roll 1 . If you roll an Effect, the damage has re-opened that wound and the character is injured again. Completely recovering from an injury takes time.

Using Stimpaks

Stimpaks are incredibly useful pieces of medical technology, described in more detail on p.169. You can use a stimpak or similar forms of medication in one of two ways.

- With the **Take Chem** minor action, you inject the stimpak and receive an instant result. Your character (or a willing patient) immediately recovers 4 HP or treats one injury. If the person injected was dying, then they stabilize immediately.
- With the **First Aid** major action, you may administer a stimpak as part of the action. The patient regains 4 HP immediately in addition to any other effects, and any AP spent to heal additional health points heal twice as much: 2 HP per AP spent, rather than 1.

Robots cannot be healed from Stimpaks, but you can use robot repair kits for the same benefits outlined here.

Healing Robots

Robots and other machines cannot recover from injuries naturally, and they require maintenance to restore damage.

Attempting the First Aid action on a robot, a suit of power armor, or other large machine (like a vehicle) requires an **INT + Repair** test, with a difficulty of 2. This increases by +1 for each injury the machine has suffered. Passing the test restores health points equal to your Repair rating, treats an injury, or stabilizes a dying machine. Machines cannot use chems, though a repair kit functions for machines as Stimpaks do for living characters.

Machines cannot heal through eating, drinking, rest, or medical attention. Outside of combat, an hour's work on a damaged machine restores HP equal to twice the repairer's **Repair** skill rating.

LONG-TERM RECOVERY

Outside of combat, there are three ways a character can heal: rest, food & drink, and medical attention.

REST

Rest is the easiest way to recover from damage, though it is slow. If you can find somewhere to sleep, for at least six hours, you regain all lost HP.If you're able to get eight hours of sleep somewhere safe and comfortable—your own bed in a settlement you belong to, for example—then you are considered Well Rested as well, and your maximum HP is increased by +2 until you next sleep.

When you sleep, if you have any injuries (treated or otherwise), make an **END + Survival** test with a difficulty of 1. The complication range on this test increases by +1 for each injury that has not been treated. If you succeed, you may recover from one of those injuries, plus an additional injury for every 2 AP spent.

The difficulty of this test varies based on how active you were during the preceding day:

Injury Recovery Difficulty

ACTIVITY	DIFFICULTY
Restful (no strenuous activity all day)	1
Light (only a small amount of travel or similar)	2
Moderate (travel, but no combat)	3
Heavy (travel and combat)	4

You may only sleep once in any 24-hour period. Going without sleep for long periods can also be harmful (see Survival, p.190).

FOOD & DRINK

While proper nutrition isn't common in the wasteland, a decent snack, a hearty meal, or a refreshing beverage is still a vital part of life, and a valuable way to recover health.

Food and drink restores the HP listed in their description (see p.149). Food and drink cannot be consumed during combat. Some forms of food and drink are irradiated, especially if consumed raw: roll 1 when consuming irradiated food or drink, and if you roll an Effect, you suffer 1 Radiation damage, ignoring any DR from equipment or armour.

MEDICAL ATTENTION

Characters may require long-term medical care if they've been injured, poisoned, or are suffering from a disease. A single character can provide medical attention for a number of patients equal to their **Medicine** rating.

For injuries, each day of rest and medical attention a patient receives allows you to assist their **END + Survival** test at the end of the day to heal their injuries, using your own **INT + Medicine** target number.

For poisons and diseases, you may assist the patient's **END + Survival** tests to help them recover. If the patient spent the entire day resting, they reduce the difficulty of this test by 1 allowing them to recover more quickly. This is covered in more detail on p.194.

Recovering from Rads

Because radiation damage reduces maximum health points, it doesn't heal in the same way that most damage does—the effects of radiation damage don't heal naturally at all.

Radiation damage can only be removed by administering RadAway, or other chems or consumables that remove radiation damage. When you heal HP and remove radiation damage at the same time, remove the radiation damage first, and then resolve the HP recovery.

THE ENVIRONMENT

In combat, knowing where everyone is can be vital. ***Fallout*: The Roleplaying Game** uses a system of zones to divide up combat environments and measure movement and range quickly and easily.

Each combat encounter happens in a single location. This may be a ruined building, a city street, an area of wilderness, or the floor of a vault. The location is divided into several zones based on the terrain features or natural divisions present in the area. For example, a vault may treat individual rooms and sections of corridor as separate zones, using the internal walls and doorways as dividing lines, while a city street may focus zones around features like burned-out vehicles, the fronts of buildings, alleyways, etc.

MAPPING YOUR ENVIRONMENT

Zones aren't fixed in size. Instead, they are as large or small as they need to be to describe the terrain, and they can be varied to accommodate the spaces in the encounter's environment. For example, combat in a forest may be divided into many small zones amongst the trees, and a couple of larger zones representing clearings—larger zones for the clearings helps convey quicker movement and easier target acquisition in open areas, while the smaller zones convey cramped conditions and short lines of sight.

Under most circumstances zones are easy to describe—a few seconds to narrate the spaces and their relative positions, or to sketch out a rough map, with counters representing characters. Of course, this doesn't prevent your GM from coming up with elaborate environments if they want to spend more time mapping out their encounters.

DISTANCE AND RANGES

Movement and ranged attacks use descriptive terms to measure their distance in combat, relative to the objects' placement within zones.

Range is measured in the following five categories:

- **Reach** is when an object or character is within arm's length of your character. You can interact with objects and make melee attacks within your reach. Being in reach of an enemy is disruptive to ranged attacks and tests, adding +2 to the difficulty of any test that isn't a melee attack.
- **Close** range represents any distance within the zone you're in—a distance of 0 zones.
- **Medium** range is any distance to something in the zone adjacent to your current zone. Medium range is a distance of 1 zone.
- **Long** range represents objects two zones away from your current zone. Long range is a distance of 2 zones.
- **Extreme** range represents any objects beyond long range. Extreme range is a distance of 3 or more zones.

MOVEMENT IN ZONES

When you move into a zone as part of a movement action, you can move your character within reach of any object within that zone. So, when using the Move minor action to move into an adjacent zone, you can move to any point in that zone. Equally, when using the Sprint action, you can move to any point within a zone that is 2 zones away. This could put you into Reach with an enemy, or an object you need to get to.

ENVIRONMENTAL CONDITIONS

Individual zones can have environmental conditions, like cover, difficult terrain, and hazards. Similarly, the environment as a whole may have some conditions that affect combat, like darkness or fog.

COVER

Cover provides additional Damage Resistance against physical and energy-based attacks. Objects in the environment will provide a certain amount of DR, as a number of Combat Dice ( ), depending on what they're made from and how resilient they are.

When you are attacked by a physical or energy-based attack while behind cover, roll the number of listed in the Cover Values table and add that result to your DR for that attack.

To benefit from cover, it needs to obscure the location hit, whether that's from a melee or ranged attack. You can't be targeted by an attack if the cover obscures your character's entire body, as you can only be attacked by something that can see you.

Cover Values

COVER TYPE	COMBAT DICE
Foliage, Wood	1
Rubble, Ruined Brick Walls, Metal Fencing	2
Concrete Walls, Steel Barricades	3

DIFFICULT TERRAIN AND OBSTACLES

Difficult terrain describes any ground that requires more effort to cross, either because it hinders you or because you need to be careful where you step. A zone may be filled with difficult terrain, slowing anyone attempting to cross it.

Obstacles are similar in that they hinder your movement, but they exist between zones—attempts to move from one zone to another where an obstacle is present may slow your progress. Obstacles may be barriers you need to climb up or over, or they might be gaps that you need to jump past.

When you attempt to move from an area of difficult terrain, or cross an obstacle, you must spend one or more extra Action Points to do so, depending on how difficult the terrain or obstacle is.

If you do not have sufficient Action Points available, then you need to find some way to generate them. The simplest way to do this is to take the Rally major action, generating action points with a Difficulty 0 **STR + Athletics** test—any successes become AP, which can be spent on moving through the terrain.

Difficult Terrain and Obstacle Examples

TERRAIN	AP COST
Thick mud, loose sand, up stairs	1
Swamp, unstable rubble	2
Steep slope, fast-flowing water	3

OBSTACLE	AP COST
Up to waist-height/short jump	1
Up to chest-height/short jump with run-up	2
Taller than you/long jump	3

ENVIRONMENT CONDITIONS

Some conditions affect multiple zones, or even the whole environment. Weather conditions and lighting are the most common examples of this.

Environmental Conditions Examples

CONDITION	EFFECT
Poor Lighting/ Darkness	**PER** tests that rely on vision and all ranged attacks increase in difficulty by +1, +2, or +3, depending on the light level
Mist and Fog	**PER** tests that rely on vision and all ranged attacks increase in difficulty by +1 when the target is at Medium range or further.
Rain	Ranged attacks with Energy weapons, and Survival tests, increase in difficulty by +1 o +2, depending how heavy the rain is.
Radstorm	Any creature not in shelter suffers 2 radiation damage at the start of each turn.

HAZARDS

Hazards are parts of the environment that inflict damage to creatures caught in them. A hazard may be present in a specific zone, or it may be spread among multiple zones. Hazards may be a persistent threat, or they might only occur if something specific happens to trigger them.

Hazard Examples

HAZARD	DAMAGE
Falling debris	3 physical damage
Falling	3 Stun physical damage per zone fallen
Open flame	2 energy damage
Raging fire	3 Persistent energy damage
Electrical discharge	3 Stun energy damage
Toxic chemical (spill)	2 poison damage
Toxic chemicals (immersed)	3 Persistent poison damage
Irradiated water	2 Persistent radiation damage
Irradiated air	2 Piercing radiation damage
Close proximity to radioactive waste or materials	5 radiation damage

DANGEROUS OBJECTS

An environment may contain objects that inflict damage or cause other effects based on the actions of those present—mines and other traps are common examples—as many folk in the wasteland use traps and even automated turrets to defend what's theirs.

A dangerous object is triggered by a specific action occurring nearby. This might be a complication, or occur when a character enters a specific zone. Characters must attempt a test to avoid the damage (**AGI + Athletics** or **PER + Survival** to either dodge the trap or to spot the trigger just in time).

Mines (p.120) allow characters to set up traps like this quickly and easily.

Dangerous Objects Examples

OBJECT	TRIGGERED BY	TEST	DAMAGE
Frag mine	Close proximity (entering within Reach)	**AGI + Athletics** difficulty 2	6 physical damage to everyone in the zone
Flammable gas	A spark or energy weapon beam (complication)	**AGI + Athletics** difficulty 2	4 Persistent energy damage
Grenade bouquet	Tripwire (action, entering a zone)	**PER + Survival** difficulty 2	6 physical damage to everyone in the zone
Shotgun trap	Pressure plate (action, entering a zone)	**AGI + Athletics** difficulty 2	6 Vicious physical damage
Sentry turret	Turret sensors (action, entering a zone)	**PER + Survival** difficulty 3	Turret acts on its initiative score, attacking the nearest target each turn

★ Chapter Three ★

CHARACTER CREATION

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Chapter Three

CHARACTER CREATION

This chapter will guide you through creating your character so you can explore, scavenge, and survive, as well as how to level up to make sure you can handle anything the post-nuclear world might throw at you!

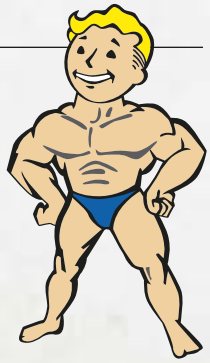
S.P.E.C.I.A.L. ATTRIBUTES

Each character in ***Fallout*** is defined by seven attributes. They embody the character's physical and mental abilities, compared to others, and define the ways your character prefers to approach problems.

These attributes are **Strength, Perception, Endurance, Charisma, Intelligence, Agility** and **Luck**. Each attribute has a rank, with higher numbers reflecting a greater ability. S.P.E.C.I.A.L. attributes can't go below 4 and can't be increased beyond 10. Some creatures may have attributes higher or lower than this, or perks that increase their S.P.E.C.I.A.L. attributes above 10.

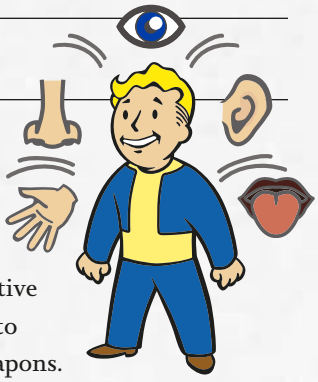
Whenever you try to attempt a skill test, your S.P.E.C.I.A.L. attributes form one part of your target number when you roll your pool of d20s.

STRENGTH (STR)



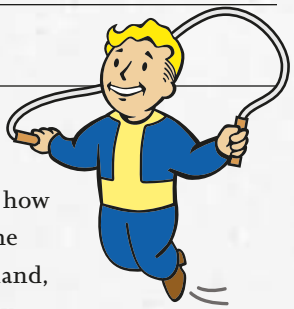
Strength measures your character's physical prowess. It is used to make melee attacks, increases melee damage, and influences how much stuff you can carry. Buy ranks in the Strength attribute if you want to be a strong character and solve your problems with force.

PERCEPTION (PER)



Your perceptiveness influences how easily you notice danger and how aware you are of your environment, affects your turn in the initiative order in combat, and is used to make attacks with energy weapons. Buy ranks in the Perception attribute if you want to be a perceptive person and solve your problems by studying your surroundings.

ENDURANCE (END)



Your natural toughness and resilience influences how many health points you have, how easy you find it to shrug off the physical dangers of the wasteland, and your ability to wield heavy weapons. Buy ranks in the Endurance attribute if you want to be hardy and resilient, and solve your problems by pushing through them.

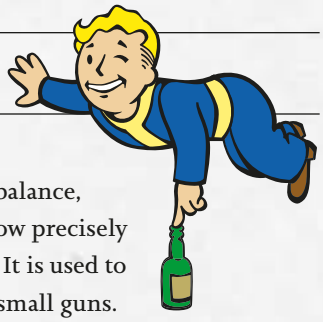
CHARISMA (CHA)

Your natural charisma influences how effectively you can convince people of your opinions, change their minds, barter with people, and find safety among others. Buy ranks in the Charisma attribute if you want to be persuasive and solve problems by talking your way out of them.

INTELLIGENCE (INT)

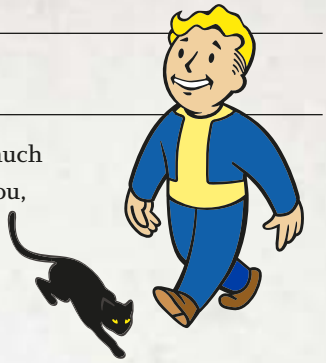
Your intelligence measures your smarts, how able you are to apply your mind to an obstacle, and how much you remember and know from studying the world around you. Buy ranks in the Intelligence attribute if you want to be cunning and clever, and solve your problems by thinking of the most effective solution.

AGILITY (AGI)



Your agility measures how fit and agile you are, your balance, athletic suppleness, and how precisely you can control your body. It is used to make ranged attacks with small guns. Buy ranks in the Agility attribute if you want to be nimble, and solve your problems with accuracy and skill.

LUCK (LCK)



Luck describes just how much fortune smiles down on you, turning fickle forces in your favor, and generally coming out on top when you should be at the bottom. Luck gives you points to spend to add story details. Use your Luck attribute when you make skill tests, and re-roll dice.

Rolling Luck

Luck is not associated with any skills, and it isn't used as the default attribute for any tests. So, it might seem like it isn't used for skill tests most of the time.

In truth, in any situation where success relies more on chance than ability, the GM may call for you to use Luck in place of another attribute. Similarly, you can use Luck in place of another attribute by spending a Luck Point before you roll—obviously, this works better if your Luck is higher than the attribute it replaces.

SKILLS

You are trained in several skills, which encompass the various activities and proficiencies that you've picked up surviving in the post-apocalyptic wasteland. Each skill is ranked from 0 to 6, with each rank representing a differing degree of training. You start with a rank of 0 in each skill.

You add your skill rank together with your S.P.E.C.I.A.L. attribute to get your target number when you make a skill test.

Skills can't go below a rank of 0 and can't be increased beyond 6.

Skills Summary

SKILL	ATTRIBUTE	DETAIL
Athletics	STR	Lifting, pushing, pulling, jumping, running, and swimming
Barter	CHA	Buying and selling
Big Guns	END	Using heavy weapons such as miniguns, Fat Mans, gatling lasers, and gauss weapons
Energy Weapons	PER	Using energy weapons such as laser guns, plasma guns, and gauss weapons
Explosives	PER	Blowing things up, or stopping them from doing that
Lockpick	PER	Opening locks without the key
Medicine	INT	Healing people and stabilizing the dying
Melee Weapons	STR	Fighting people with bats, clubs, knives, boards, wrenches, and sledges
Pilot	PER	Flying and driving
Repair	INT	Fixing stuff, crafting things, and building machines
Science	INT	Hacking, programming, and brewing chems
Small Guns	AGI	Shooting people with pistols, rifles, and shotguns
Sneak	AGI	Moving quietly and staying hidden
Speech	CHA	Making friends, influencing people, and lying to them if you have to
Survival	END	Foraging, hunting, cooking, and enduring the wastes
Throwing	AGI	Launching weapons from your hands, like spears or knives
Unarmed	STR	Fighting without a weapon by making unarmed attacks

ATHLETICS

Athletics describes your ability to apply your physical strength and agility, know your limits, but also how to focus during physical exertion.

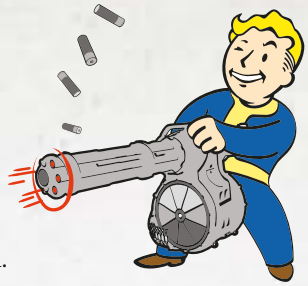
Its default S.P.E.C.I.A.L. attribute is **Strength** but it can also be used with Agility or Endurance when facing physical adversity. You might use Athletics when trying to push, pull, or lift objects, jump, climb, swim, or run.

BARTER

Barter describes your skill with money: how savvy you are with your wealth, how easily you can make deals, or how easily you can negotiate someone down on price.

Its default S.P.E.C.I.A.L. attribute is **Charisma** but could also be used with Perception to see how willing someone might be to change their demands, or Intelligence to know the true caps value of something. You might use Barter trying to buy or sell items, or negotiate the cost of a service.

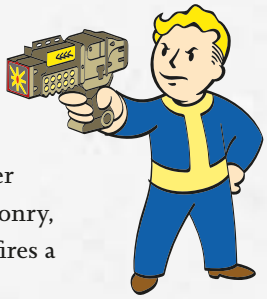
BIG GUNS



Big Guns is the skill that describes the training to use large weapons, from Fat Mans to gatling lasers, and everything in between.

Its default S.P.E.C.I.A.L. attribute is **Endurance** but could also be used with Strength when you need to brace a weapon, or Agility when precision matters. You use Big Guns with weapons like miniguns, rocket launchers, Fat Mans, and gatling lasers.

ENERGY WEAPONS



Energy Weapons is the skill to use any time you fire energy-based firearms like laser guns, plasma guns, gauss weaponry, and any other small arm that fires a bolt of energy.

Its default S.P.E.C.I.A.L. attribute is **Perception** but could be used with Intelligence if you were trying to modify and repair an energy weapon, or Agility when you are trying to disarm a trap that uses an energy weapon. You use Energy Weapons with weapons like laser pistols, plasma rifles, the gauss rifle, the microwave emitter, or a laser musket.

EXPLOSIVES

Whether you throw them, place them as a trap, or remotely detonate them, you use the Explosives skill with any kind of explosive device.

Its default S.P.E.C.I.A.L. attribute is **Perception** but you can also use Strength to throw a grenade as far as you can, or Agility to try to get close to a mine without setting it off. You use Explosives with frag grenades and mines, Molotov cocktails, Nuka grenades, plasma grenades, pulse grenades, mines, and dynamite.

LOCKPICK

The Lockpick skill reflects your knowledge of manipulating physical locks and opening them without a key.

Its default S.P.E.C.I.A.L. attribute is **Perception** but could be used with Agility, or Strength if you're trying to force a door open without breaking the lock. You might use Lockpick to break into a safe, or open a locked door.

MEDICINE

Medicine is the skill that covers all medical application and knowledge, from first aid to pharmacology, surgery, and healing radiation poisoning.

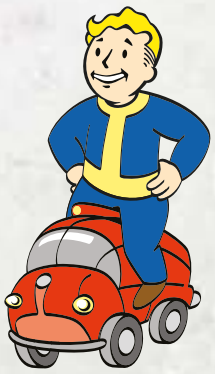
Its default S.P.E.C.I.A.L. attribute is **Intelligence**, but you might use Agility to perform surgery, or Charisma to counsel a companion. You use Medicine to stabilize your companions in combat, and help heal their injuries.

MELEE WEAPONS

The Melee Weapons skill describes how able you are to inflict damage and deflect blows with one-handed and two-handed melee weapons.

Its default S.P.E.C.I.A.L. attribute is **Strength** but you might use Agility to parry a melee attack, or Charisma to threaten someone. You use Melee Weapons to make melee attacks in combat.

PILOT



The Pilot skill covers your ability to operate vehicles, from buggies and motorcycles, to Vertibirds and tanks.

Its default S.P.E.C.I.A.L. attribute is **Perception** but you might use Strength to pull a buggy out of a

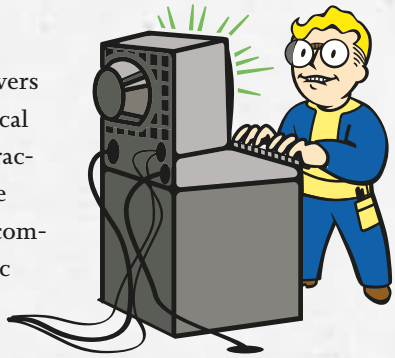
skid, or Agility to land a Vertibird within a tight landing zone. You use Pilot to drive any ground vehicles, or pilot any flying vehicles.

REPAIR

Building and repairing items, from guns to buildings, simple traps to complex mechanisms, fall under the Repair skill.

Its default S.P.E.C.I.A.L. attribute is **Intelligence** but you might use Strength to get some heavy machinery operating again, or Perception to investigate a problem with an engine. You use Repair to fix and modify weapons, repair robots, craft items from scratch, or build defenses.

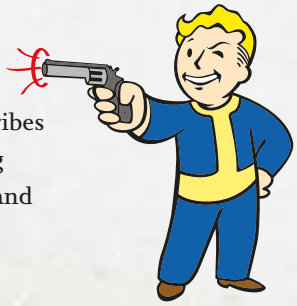
SCIENCE



The Science skill covers academic and practical knowledge, but is practically applied in the wasteland through computer coding, robotic programming, and brewing chems.

Its default S.P.E.C.I.A.L. attribute is **Intelligence** but you might use it with Perception to observe a test subject, or Charisma to convince people of something using your scientific knowledge. You use Science to hack computers, brew chems, and solve problems with science!

SMALL GUNS



The Small Guns skill describes your accuracy and working knowledge of single-shot and automatic pistols, rifles, and shotguns.

Its default S.P.E.C.I.A.L. attribute is **Agility** but you might use it with Charisma to hold someone at gunpoint or Endurance to remain trained on a target. You use Small Guns to make ranged attacks in combat with pistols, rifles, and shotguns.

SNEAK

The Sneak skill covers stealthy movement and any physical actions you take not to be noticed.

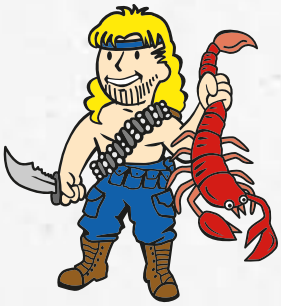
Its default S.P.E.C.I.A.L. attribute is **Agility** but you might use it with Perception to find enemies hiding in ambush, or Intelligence to case a building. You use Sneak to move silently or stay hidden.

SPEECH

The Speech skill covers the techniques you've learned to communicate with other people, convincing them with strong arguments, or lying to them and not getting caught.

Its default S.P.E.C.I.A.L. attribute is **Charisma** but you might use it with Intelligence to write a speech, or Perception to figure out how susceptible your mark might be to your lie. You use Speech to convince people of your arguments, inspire others, or convincingly deceive them.

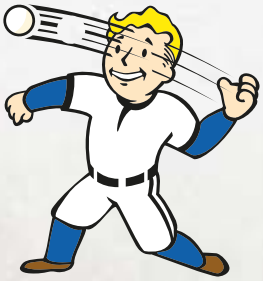
SURVIVAL



The Survival skill covers all manner of practical bush craft, like hunting, foraging, fishing, building makeshift shelters, and lighting fires.

Its default S.P.E.C.I.A.L. attribute is **Endurance** but you might also use it with Perception to figure out how long you have until nightfall, or Charisma to charm animals. You might use Survival to build a base camp, or test your resilience against malnourishment or dehydration.

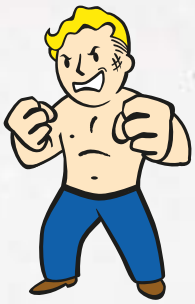
THROWING



The Throwing skill describes your ability to effectively make attacks with thrown weapons like javelins, knives, and improvised weapons.

Its default S.P.E.C.I.A.L. attribute is **Agility** but you might also use Strength with heavy objects or Perception to judge distance. You use Throwing to make thrown attacks with specific weapons.

UNARMED



The Unarmed skill covers your ability to fight with your fists.

Its default S.P.E.C.I.A.L. attribute is **Strength** but you might also use Agility, or Charisma when threatening or intimidating someone. You use the Unarmed skill to make unarmed attacks in combat.

TAG SKILLS

A few of your skills are Tag skills, marking them as your areas of expertise. Tag skills represent a focused training in those skills, a special affinity or talent with that discipline.

Tag skills increase your chances of a critical success. When you use a tagged skill, **each d20 that rolls equal or under the skill rank is a critical success**, scoring two successes instead of 1.

Example: *Curie is healing her injured companion and her Medicine skill is one of her Tag skills. She attempts an INT + Medicine test with an INT of 7 and a Medicine rank of 3, for a target number of 10. She rolls a 3 and a 14. The result of 14 doesn't generate any successes, but the d20 that rolled 3 generates two successes, because it is equal or under her rank in Medicine and it's a Tag skill.*

DERIVED STATISTICS

As well as your S.P.E.C.I.A.L. attributes and skills, you also have a number of derived statistics. These derived statistics are passive elements of your character, telling you how much weight you can carry, how difficult you are for an opponent to hit, how quickly you act in combat, and how resistant you are to being hurt.

CARRY WEIGHT

Your carry weight measures how much gear you can carry. You can carry a base of 150 pounds of equipment, plus your Strength attribute multiplied by 10. You can carry more by using perks, increasing your Strength attribute, and using equipment with extra carrying space.

Over-encumbered

If you carry more gear than your carry weight allows, you suffer a number of penalties.

- If the total weight of your gear exceeds your carry weight, all tests using your Strength or Agility increase in difficulty by +1, you cannot take the Sprint action, and your Initiative is reduced by 1.
- If you carry 50 lbs. or more than your carry weight, then the difficulty of those tests increases by a further 1, and your initiative is reduced by another 1. Each additional 50 lbs. over your carry weight increases those penalties by 1.
- If you're carrying twice your carry weight, you cannot move, you automatically fail any Strength or Agility-based skill tests, and your Initiative is 0.

INITIATIVE

Your initiative determines how quickly you act in combat. It is equal to your PER + AGI (minus any penalties for being over-encumbered). This is a static number which determines your place in the turn order during a combat encounter—it isn't a target number for a skill test. It can be modified by perks and the effects of encumbrance.

For example, if your Perception is 5, and your Agility is 7, your Initiative is 12. You will act before people with an Initiative of 11 or lower, and after anyone with an Initiative of 13 or higher. The higher your Initiative compared to those of other characters in the scene, the sooner you can act each round.

DEFENSE

Your Defense statistic is the basic difficulty of any attacks made against you. It is based on your Agility attribute:

- **AGI 1-8:** your Defense is 1.
- **AGI 9+:** your Defense is 2.

DAMAGE RESISTANCE

Your resistance to different types of damage is determined by your equipment and your perks. Damage Resistance (DR) is subtracted from damage inflicted of the same type before it reduces your health—physical Damage Resistance reduces physical damage, radiation Damage Resistance reduces radiation damage, etc.

- **Physical Damage Resistance** is how much physical damage you can shrug off from an attack. Clothing and armor are the main sources of physical DR, depending on how they're made, but mutations can also provide some natural resistance to incoming attacks. Physical DR normally varies by hit location, depending on clothing or armor.
- **Energy Damage Resistance** is how resistant you are to energy damage, and it normally comes from clothing or armor that has been made in a particular way. Energy Damage Resistance normally varies by hit location, depending on the clothing or armor worn.
- **Poison Damage Resistance** is how much poison damage you ignore from toxins. perks and mutations provide poison DR, as can certain chems and consumables. You have a single poison DR value for your entire body—it doesn't vary by location.
- **Radiation Damage Resistance** is rare but often vital, as it reduces how much radiation damage you receive from attacks and hazards, and it normally comes from protective clothing or armor, from chems like Rad-X, or from other consumables. Some creatures, like super mutants and ghouls, are entirely immune to radiation damage, as are machines such as robots. Radiation DR normally varies by hit location, depending on the clothing or armor you wear.

HEALTH POINTS

Your starting maximum **health points (HP)** are determined by adding together your Endurance and your Luck scores. Your health points deplete as you suffer damage, and generally show how far you are from death, as explained in the *Combat* chapter. As you increase in level, you increase your maximum health points, and you can use perks to increase them further.

MELEE DAMAGE

Your melee damage statistic lists any bonus damage you do with melee weapons or unarmed attacks, due to having a high Strength attribute. You add the number of bonus Combat Dice listed to your melee damage rolls.

STRENGTH ATTRIBUTE	ADDITIONAL COMBAT DICE
7–8	+1
9–10	+2
11+	+3

PERKS

Perks are special bonuses that you can obtain to boost your character's S.P.E.C.I.A.L. attributes, skills, give them a unique edge, or even a brand new ability. Perks are often tied to S.P.E.C.I.A.L. attributes or skills, enhancing them, or providing you with a totally new ability in a specific circumstance.

Some perks can be chosen more than once—the number of ranks each perk has determines how many times you can take it. Each rank increases the effect of the perk, whether that's providing the same bonus again, or increasing the effect of the ability the perk gives you. You start with 1 perk and can pick a new perk for your character whenever you gain a new level. Perks are listed on p.59-73.

CHARACTER ADVANCEMENT

As you scavenge and survive in the wasteland your character gains **experience points (XP)**, and when you've gained enough XP to cross one of the thresholds in the Level and Experience table, you level up, increasing your character's level by 1. Your character starts at level 1 by default, unless your group agrees to begin at a higher level. Each time your level increases, you gain the following benefits:

- Your maximum health points increase by +1.
- You choose one skill to increase by 1 rank, up to a maximum of 6.
- You gain a single perk. Most perks have some requirements which your character must meet for you to select that perk, such as a specific level, a high enough S.P.E.C.I.A.L. attribute, or another aspect of your character.

EXPERIENCE POINTS

Experience points (XP) are awarded for completing milestones in play, or defeated enemies. Your GM may give you experience for your group completing a quest, accomplishing a difficult task, reaching a destination, or another story beat that makes sense.

XP is also awarded for defeating or overcoming creatures and NPCs, in or out of combat. Each creature or NPC has the XP your GM should award each of you if you defeat them, or overcome a challenge they present, listed on their profile—but awarding the XP is entirely at the discretion of your GM.

MILESTONE PROGRESSION

Your GM may award you an increase in level instead of XP. During milestone progression your GM will tell you when you gain a level, depending on your accomplishments. Leveling this way is led by the story rather than the gameplay.

Level and Experience

LEVEL	XP REQUIRED	LEVEL	XP REQUIRED
1	0	11	5,500
2	100	12	6,600
3	300	13	7,800
4	600	14	9,100
5	1,000	15	10,500
6	1,500	16	12,000
7	2,100	17	13,600
8	2,800	18	15,300
9	3,600	19	17,100
10	4,500	20	19,000
		21	21,000

Above Level 21?

If your campaign lasts long enough, you can keep levelling your character past the end of the table.Each new level requires total experience points equal to:

(Level x (Level -1)/2) × 100

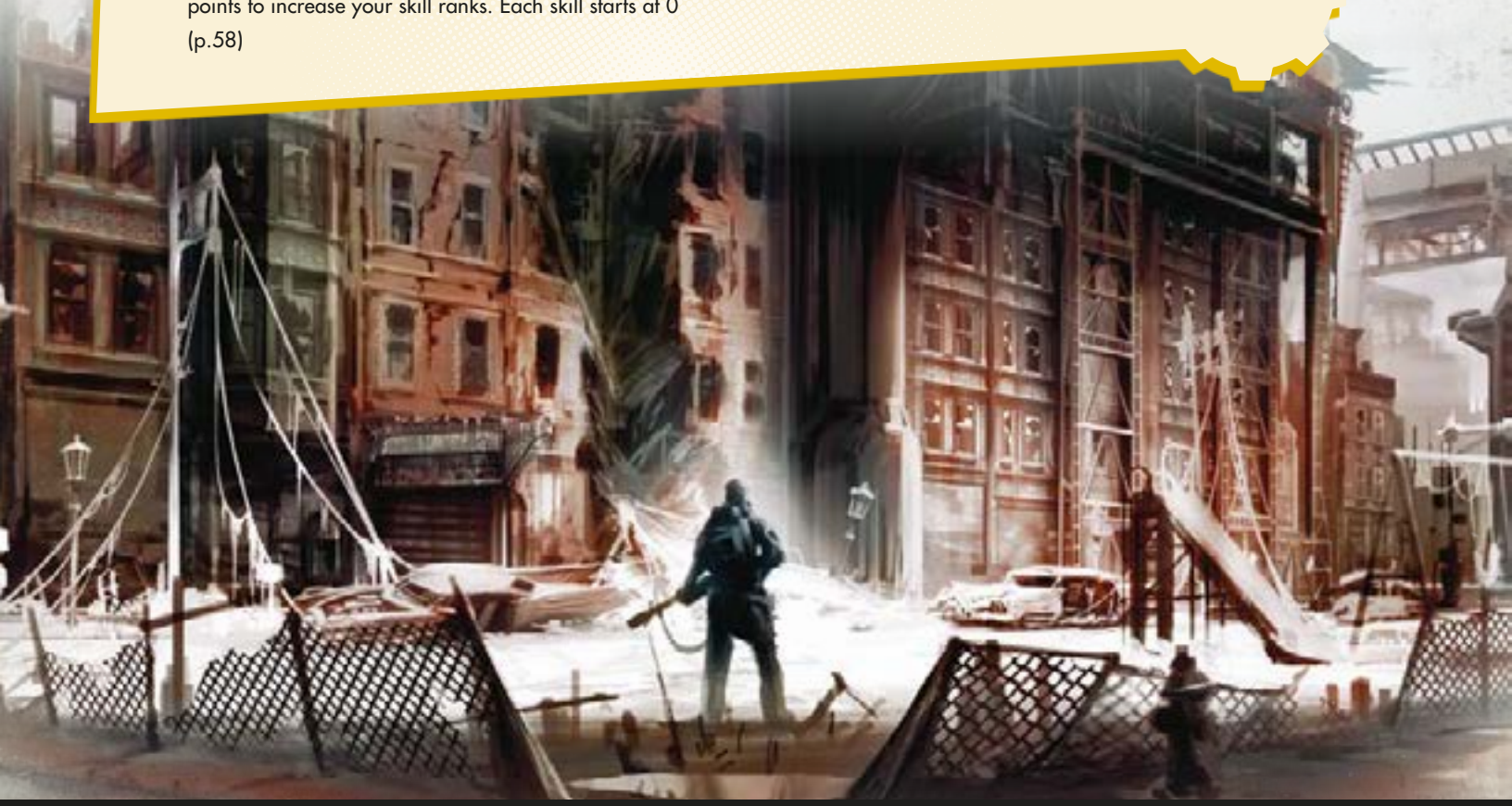
Each new level you reach grants you +1 health, +1 skill rank, and 1 perk.

CREATING A CHARACTER

When you create your character, you'll be asked to make a number of choices on their origin, S.P.E.C.I.A.L. attributes, skills, perks, and then determine their derived statistics.

Character Creation Summary

1. **CHOOSE YOUR ORIGIN:** Decide the origin of your character. This determines their trait, as well as any mutations they have, or if they're a robot.
   - Brotherhood of Steel (p.51)
   - Ghoul (p.52)
   - Super Mutant (p.53)
   - Mister Handy (p.54)
   - Survivor (p.56)
   - Vault Dweller (p.57)
2. **INCREASE S.P.E.C.I.A.L. ATTRIBUTES:** Each attribute starts with a rank of 5. Spend 5 points across your 7 attributes to increase them to a maximum of 10 each. You can reduce any attribute from 5 to 4 to gain a point to spend to increase any other attribute (p.58)
3. **TAG SKILLS AND BUY SKILL RANKS:** Choose 3 tag skills. Add 2 ranks to each tag skill. Then, spend 9 + INT points to increase your skill ranks. Each skill starts at 0 (p.58)
4. **CHOOSE YOUR FIRST PERK:** Choose your first perk from the perks list (p.59)
5. **CALCULATE YOUR DERIVED STATISTICS:** Determine your derived statistics, like carry weight, and defense (p.74)
6. **CHOOSE YOUR STARTING EQUIPMENT:** Select a starting equipment pack based on your origin (p.76), a trinket, and gain Tag skill equipment.
   - Brotherhood of Steel packs (p.76)
   - Mister Handy packs (p.77)
   - Super Mutant packs (p.78)
   - Vault Dweller packs (p.78)
   - Wastelander packs (p.79)
   - Trinkets (p.80)
   - Tag skill items (p.81)



STEP 1: CHOOSE YOUR ORIGIN

Choose an origin from the following options. Your origin describes your character's background—their birth, upbringing, community, and way of life. Each origin defines limits on your character's S.P.E.C.I.A.L. attributes, skills, and gives them a unique bonus to surviving in the wasteland.

BROTHERHOOD INITIATE

Born from the terrible revelations of the Mariposa Rebellion, Roger Maxson formed the Brotherhood of Steel so that his people—and eventually the rest of the survivors in this new world—would have something to believe in. With its own mythology, creed, and hierarchy, the Brotherhood of Steel's primary goal is the recovery and preservation of the technology of the pre-war world. With the Great War disrupting humanity's access to technology, the Brotherhood's knights and scribes do all they can to secure the technology of the past, for the needs of future generations.

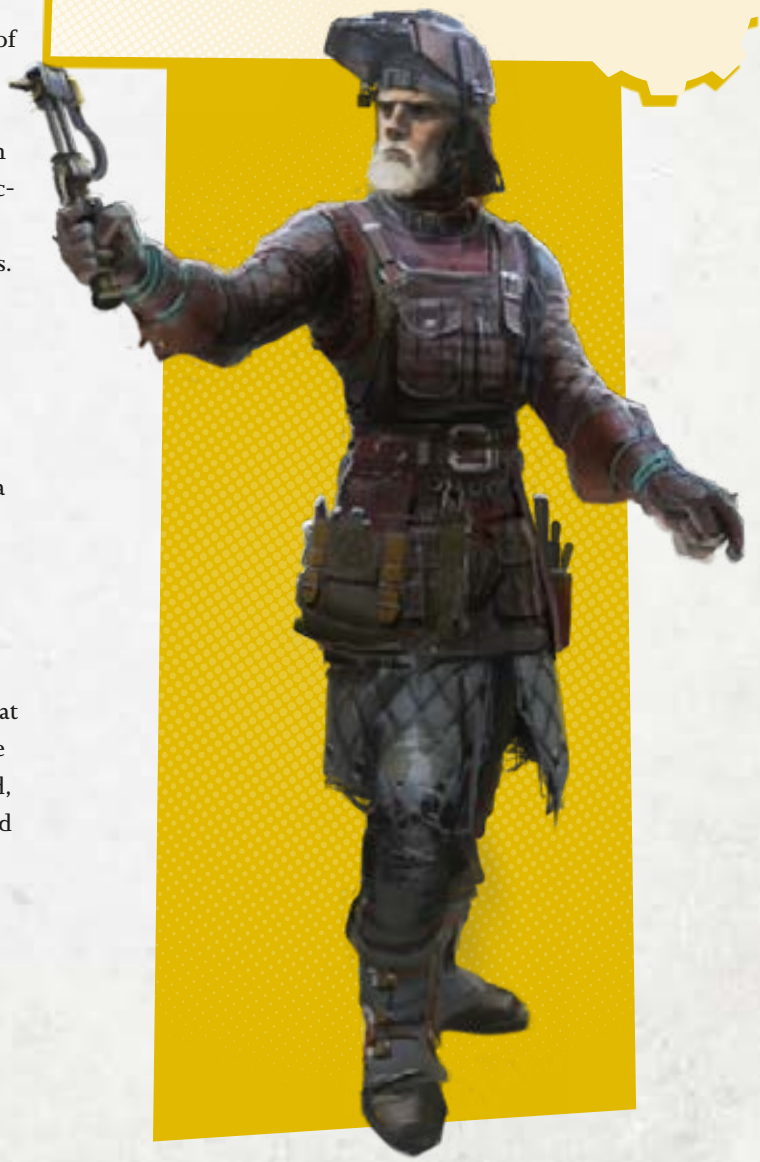
You may be a descendant of a knight or paladin, born into the Brotherhood and a firm believer of their doctrine, or you may be a new recruit, pledging yourself to their cause and looking to rise through their ranks.

Although the Brotherhood share a common goal, their chapters across the wasteland can have different beliefs and protocols, and they aren't as unified as they seem from the outside. While the West Coast Brotherhood of Steel warred with the New California Republic over reclamation of technology and the NCR's expansion efforts, the East Coast chapter was effectively isolated when it prioritized charity over the exchange of technology and the preservation of pre-war equipment. Elder Lyons' mission became humanitarian, and while that earned them isolation at first, Arthur Maxson led their expansion of influence from Washington D.C. to the entire Eastern Seaboard, refocusing their efforts on technological recovery and development.

Trait: The Chain that Binds

You gain one additional Tag skill, which must be one of Energy Weapons, Science, or Repair.

As a member of the Brotherhood of Steel, you are bound by the chain of command: The Chain that Binds. You must carry out the orders of your immediate superiors, and you are responsible for your subordinate siblings. If you do not carry out your duty, you are expelled from the Brotherhood and your technology will be reclaimed—by any means necessary.



GHOUL

Prolonged exposure to the effects of background gamma radiation—part of the fallout of the Great War—can spontaneously mutate humans. You are one of those mutants. Either slowly, or strangely spontaneously, your body changed into that of a rotting, living corpse. You no longer age the same way, and appear unaffected by radiation. Your skin peels from your flesh but seems to be sustained by your mutated metabolism.

You are a "ghoul"—a necrotic post-human—one of many rag-tag survivors who weren't lucky enough to get into a Vault-Tec facility. You may have been born after the war, and over time developed the necrotic mutation. You may have come from Vault 12 in Bakersfield, California, whose vault door did not close, exposing the population to the radiation from outside. You may have taken refuge in a ghoul settlement, like Underworld in the Capital Wasteland, and have ventured out recently to explore, scavenge, and survive.

Civilized ghouls, such as yourself, also fear a possible degeneration into a frenzied, feral nature. Feral ghouls are necrotic mutants like yourself who have lost higher brain functions, and reverted to a primal, violent state. They attack non-ghouls indiscriminately to defend their territory or feed. Whether this loss of reason is due to acute levels of radiation or the inevitable outcome of the mutation, you're not sure, and that makes it all the more terrifying.

Trait: Necrotic Post-Human

You are immune to radiation damage. In fact, you're healed by it—you regain 1 HP for every 3 points of radiation damage inflicted upon you, and if you rest in an irradiated location, you may re-roll your dice pool when checking if your injuries heal. In addition, Survival becomes a Tag skill, increasing it by 2 ranks.

You age at a much-decreased rate, and you're probably older than your unmutated companions—you may even have survived the Great War of 2077—but you're sterile: "the first generation of ghouls is the last" as the saying goes. You may face discrimination from "smoothskins" (humans who aren't ghouls), increasing the difficulty or complication range of Charisma tests depending on your opponent's beliefs.

SUPER MUTANT

You are a brutal, mutated human, forced to evolve from thoughtless experiments by the twisted science of the pre- and post-war world. Infected with the Forced Evolutionary Virus (F.E.V.), your body has mutated into a tall, muscular killing machine, filled with a rage.

You could have originated from the Master's army at the Mariposa military base, California, created as he experimented on unwilling human victims, splitting into one of the factions upon his death to attack or rebuild the wasteland with its survivors. Your origins could be rooted in the Evolutionary Experimentation Program of Vault 87, whose super mutant groups terrorize the Capital Wasteland. You could have been abducted from the Commonwealth and exposed to the F.E.V. by the Institute and disposed of back into the wasteland to fend for yourself in small bands of raiders. Or finally, you could have been a resident of Huntersville, Appalachia, whose water supply was contaminated with the virus and the mutations went unchecked.

Although these super mutants share the same qualities, the groups formed from the three strains haven't mixed, and there is little evidence they have met one another. While some groups have migrated or moved in their lifetime, none have travelled far enough to encounter one another, so where your quests take place will likely dictate your origin.

Trait: Forced Evolution

Your initial Strength and Endurance attributes are increased by +2 each, and your maximum Strength and Endurance are increased to 12, but your maximum Intelligence and Charisma are both reduced to 6. You may not have more than 4 ranks in any skill. You are completely immune to radiation and poison damage.

You stand over seven feet tall, and your body is bulky and muscular. Your skin is green, yellow, or grey, regardless of what color it was when you were human. You do not seem to age, but you are sterile. You can only wear armor which has been made to fit a super mutant.

MISTER HANDY

The General Atomics International robot "Mister Handy" exploded onto the robotic market as a reliable construction robot, known for its durability and ease of maintenance, but its real breakthrough came in a collaboration with RobCo to produce a domestic model.

You are one of these domestic automatons, produced some time between 2037 and 2077, seeking to provide every household in America with butler-like servitude. Equipped with state-of-the-art programming, you have initiative and can adapt your own coding to learn more from your environment. This capacity for self-determination is what has enabled your survival beyond the Great War; where other robots may have broken down, you have managed to shake loose from the shackles of your programming and find a life for yourself.

Many models exist, and you could come from any of the Mister Handy, Mister Gutsy, Miss Nanny, or Mister Orderly series. You are powered by a nuclear core, can replace your own fuel, and repair yourself or other Mister Handy units. Your model has three mechanical arms and three mechanical eyes on stalks, and your jet propulsion keeps you hovering above the ground, providing you have all the fuel you need. With this rugged design, you have survived so far.

HIT LOCATIONS

As you aren't humanoid in construction, your hit locations are different than normal.

Mister Handy Hit Locations

D20 ROLL	HIT LOCATION
1–2	Optics (injury as per Head)
3–8	Main body (injury as per Torso)
9–11	Arm 1
12–14	Arm 2
15–17	Arm 3
18–20	Thruster (injury as per Leg)

Arm Attachments

ATTACHMENT	EFFECT
10mm Auto Pistol	You can make ranged attacks using a 10mm auto pistol (see 10mm pistol, with an automatic receiver mod, p.95).
Buzz-Saw	You can cut objects and make melee attacks with a circular saw. The buzz-saw inflicts 3 Piercing 1 physical damage.
Flamer	You can set objects alight, cook food, or make ranged attacks with a short-range flamethrower (see flamer, p.106).
Laser Emitter	You can cut objects or make ranged attacks using a laser (see laser gun, p.101).
Pincer	You can pick up objects with an individual pincer that weighes no more than 40 lbs. and manipulate objects in your environment. You may also make unarmed attacks (2 physical damage) with the pincer.

Trait: Mister Handy Robot

You have 360° vision and improved sensory systems that can detect smells, chemicals, and radiation, reducing the difficulty of Perception tests that rely on sight and smell by 1. You are also immune to radiation and poison damage, but you cannot use chems, nor can you benefit from food, drink, or rest. You move by jet propulsion, hovering above the ground, unaffected by difficult terrain or obstacles. Your carry weight is 150 lbs., and it cannot be increased by your Strength or perks, but it can be increased by modified armor. You cannot recover from your own injuries or heal health points without receiving repairs (see *Healing Robots*, p.34).

You cannot manipulate the physical world like humans do, instead you have three of the arm attachments in the *Arm Attachments* table, determined by your choice of equipment pack. If you select an arm that features a weapon, you also gain 20 shots of ammo for that weapon.

No Pincer?

You can choose not to have a pincer attachment as a Mister Handy, but in doing so, you will be unable to make unarmed attacks, manipulate objects, and you cannot make attempt tests that use the Lockpick, Repair, or Throwing skills.

SURVIVOR

You are the living legacy of the people who prepared for Armageddon on their own. You are only alive in the post-nuclear apocalyptic landscape because your forebears dug in, survived, and found community enough to continue humanity's existence.

You could be from any number of settlements, isolated shelters, or traveling groups that sparsely populate the wasteland from West Coast to East Coast. You could be from the New California Republic, carrying on the legacy of Vault 15 and Shady Sands. You could fight to protect others, calling a group of survivors like the Minutemen or the Regulators your home. You could also be a merciless raider or be born into one of these groups but escaped in order to rehabilitate and reform.

Wherever you are from, or wherever you travel, making connections and laying down roots can be hard. Survivors are naturally wary of others, and are always on the lookout for the next conman, raiding party, or thief that will take their hard-earned resources. Travelling vast distances is difficult too, and many travelling survivors—particularly trading caravans—move between large settlements within their area of the wasteland, rather than travelling from coast to coast.

Traits

You may choose two of the following traits, or one trait and one additional perk. Each trait has a benefit and may have an accompanying penalty.

TRAIT	BENEFIT	PENALTY
Educated	You have one additional tag skill.	When you fail a skill test using a skill other than a tag skill, the GM gains 1 AP.
Fast Shot	If you take a second major action in combat, and use it to make a ranged attack, the additional major action only costs 1 AP, rather than 2.	You cannot benefit from the Aim minor action—you're too impatient.
Gifted	Choose two S.P.E.C.I.A.L. attributes and increase them by +1 each.	Your maximum number of Luck points is one fewer than your Luck attribute.
Heavy Handed	Your Melee Damage bonus increases by +1.	Your melee and unarmed attacks suffer a complication on a 19 or 20, rather than only a 20.
Small Frame	You may re-roll 1d20 on all AGI tests which rely on balance or contortion.	Your carry weight is 150 + (5 x STR) lbs., rather than 150 + (10 x STR) lbs.

VAULT DWELLER

When the bombs were falling, you or your predecessors were lucky enough to be safely secured in one of the one hundred and twenty-two Vault-Tec facilities, deep underground protected by thick blast doors and layers of rock and concrete. Your family either had enough money to buy their space or were randomly selected to enter the vault to be saved from the nuclear devastation above—perhaps only to be condemned to immoral experiments run by Vault-Tec on unwitting participants.

You are free from mutation and disease. The Vault-Tec program has afforded you a safe home for some time, but not without some cost. The vault you came from used you as a human test subject, manipulating your understanding of the world and your behavior in order to study you. That's left you with a profound psychological change, compared to the survivors on the surface you now know, and affects how you make your way through the wasteland.

Whether through design or poor planning, many of the vaults were not well stocked or prepared for the long wait until nuclear fallout had reached safe levels outside, and many fell into disrepair or out of supplies. Due to these shortcomings, many vault dwellers sought help from the surface, and many vaults opened in order to allow supplies to reach them. By opening their vault doors, the isolated societies inside opened themselves up to mixing with the survivors above, and established a permanent connection with the surface—the most notable example being the residents of Vault 15, who split up and went on to establish the settlement Shady Sands, as well as the raiding gangs of the Jackals, Vipers, and Khans when their vault opened.

Trait: Vault Kid

Your healthier start to life at the hands of trained doctors and sophisticated auto-docs means you reduce the difficulty of all END tests to resist the effects of disease. In addition, your carefully-planned upbringing means you have one additional tag skill of your choice.

You may also work with the Gamemaster to determine what sort of experiment took place within your Vault. Once per quest, the GM may introduce a complication which reflects the nature of the experiment you unwittingly took part in, or introduce a complication related to your early life of isolation and confinement within the Vault. If the GM does this, you immediately regain one Luck Point.

Ghoul Vault Dwellers

With your GM's permission, you may choose to have your vault dweller be a ghoul. You gain the Necrotic Post-Human trait instead of the Vault Kid trait. You may choose one of the Vault Dweller equipment packs instead of one of the Wastelander ones.

STEP 2: INCREASE S.P.E.C.I.A.L. ATTRIBUTES

At the beginning of creating your character, **every S.P.E.C.I.A.L. attribute starts with a rank of 5** (unless your origin in *Step 1: Origin* alters this). **You have 5 points to spend to increase your attributes**, and each point spent increases a single attribute by 1. Use these points to buy ranks in any S.P.E.C.I.A.L. attribute.

No attribute may be increased above 10, although your Origin may alter this maximum for some attributes. You may reduce a S.P.E.C.I.A.L. attribute rank to 4, to gain a point to spend on another S.P.E.C.I.A.L. attribute.

Your S.P.E.C.I.A.L. attributes provide part of your target number for skill tests, and contribute to most of your derived statistics.

S.P.E.C.I.A.L. Attribute Arrays

Some players favor balance over specializing too much, while others prefer to focus their characters in a singular purpose, maximizing their attributes and skills in one task at the expense of versatility. You can use the pre-created arrays below to assign values to your S.P.E.C.I.A.L. attributes, in any order. These values already include the starting 5 points, but do not account for your character's origin.

- **Balanced:** 6, 6, 6, 6, 6, 5, 5
- **Focused:** 8, 7, 6, 6, 5, 4, 4
- **Specialized:** 9, 8, 5, 5, 5, 4, 4

STEP 3: TAG SKILLS AND BUY SKILL RANKS

Next, **choose three skills to be your tag skills**. Tag skills are the most important skills to your character, and represent specific areas of expertise and knowledge that your character possesses. Your origin may grant you an additional tag skill.

When using a tag skill, you score a critical success on any die which rolls equal to or under the skill's rank (see *Critical Successes*, p.14).

Each of your tag skills begins at rank 2. Every other skill begins at rank 0.

You may then buy ranks in your other skills. **You have a total number of skill points equal to 9 plus your Intelligence**, and each skill point may be spent to buy one rank in any skill. During character creation, you cannot increase any skill to a rank above 3, unless you're creating a character of level 3 or above.

Skills have a maximum rank of 6. You cannot increase a skill rank above 6 by any means.

STEP 4: CHOOSE YOUR FIRST PERK

A character is more than the sum of their parts, and a character's attributes and skills alone do not give a full picture of what they are truly capable of. Your character has an edge, called perks. Perks are the specific advantages of your personal approach to challenges. They take the form of a mechanical bonus—re-rolls, bonus Action Points, or skill substitutions—that apply to a specific circumstance.

Many perks have one or more requirements. These requirements must be met before you can select the perk for your character, like having a S.P.E.C.I.A.L. attribute at a minimum rank.

Each perk has a condition and a benefit. The condition describes the circumstances in which the perk can be used, and the benefit describes what you can do with the perk.

You can choose a single perk from the perks list that you meet the requirements for. Some perks have multiple ranks which can be selected—each rank counts as a single perk choice during character creation and progression.

Level Requirements

Where a perk says "the level requirement increases by X", it means that as you take the perk through character creation or advancement, the level requirement to take the next rank increases each time by the number of levels stated.

For example, if you take the Life Giver perk at level 5, you must be level 10 to take the second rank, and level 15 to take the third rank. You could also take the Life Giver perk at level 9, and then the second rank at level 10, because you meet the requirements both times.

PERKS LIST

ACTION BOY/GIRL

Ranks: 1
Requirements: None

When you spend AP to take an additional major action, you do not suffer the increased skill test difficulty during your second action.

ADAMANTIUM SKELETON

Ranks: 3
Requirements: END 7, Level 1+

When you suffer damage, the amount of damage needed to inflict a critical hit on you increases by your rank in this perk. For example, if you have one rank in this perk, you suffer a critical hit from 6 or more damage, rather than 5 or more. Each time you take this perk, the level requirement increases by 3.

ADRENALIN RUSH

Ranks: 1
Requirements: STR 7

When your health is below its maximum value, you count your STR score as 10 for all purposes when attempting a STR-based skill test or melee attack.

ANIMAL FRIEND

Ranks: 2
Requirements: CHA 6, Level 1+

At rank 1, whenever a creature NPC with the Mammal, Lizard, or Insect keyword would attack you, roll 1 : on any result other than an Effect, the creature chooses not to attack you, although it may still attack another character it can target.

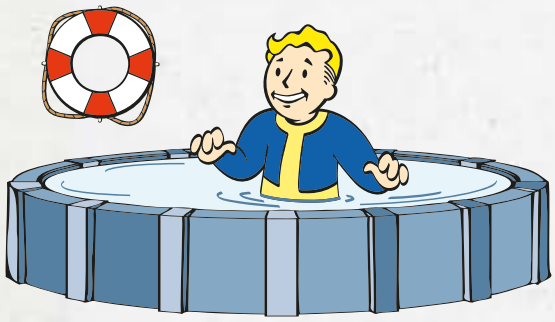
At rank 2, you can attempt a **CHA + Survival** test with a difficulty of 2 as a major action. If you succeed, the animal treats you as friendly and will attack anyone who attacks you. Mighty and Legendary animals are unaffected by this perk. Each time you take this perk, the level requirement increases by 5.

AQUABOY/AQUAGIRL

Ranks: 2
Requirements: END 5, Level 1+

Water is your ally. At rank 1, you no longer take radiation damage from swimming in irradiated water, and you can hold your breath for twice as long as normal.

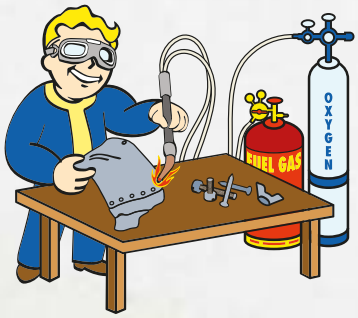
At rank 2, enemies add +2 to the difficulty to tests to detect you while you are submerged underwater. Each time you take this perk, the level requirement increases by 3.



ARMORER

Ranks: 4
Requirements: STR 5, INT 6

You can modify armor with armor mods. Each rank in this perk unlocks an additional rank of mods: rank 1 unlocks rank 1 mods, rank 2 unlocks rank 2 mods, etc.



AWARENESS

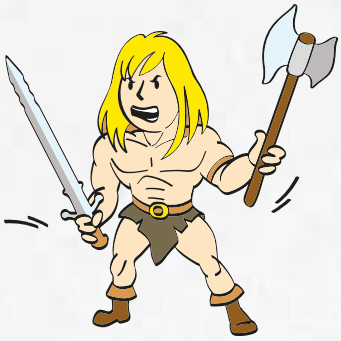
Ranks: 1
Requirements: PER 7

When you take the Aim minor action at a target within Close range, you spot their weaknesses and can attack more efficiently. The next attack you make against that target gains the Piercing 1 damage effect, or improves the rating of any existing Piercing X damage effect by 1.

BARBARIAN

Ranks: 1
Requirements: STR 7, Level 4+, not a robot

Your physical Damage Resistance increases on all hit locations based on your STR. You do not gain this benefit while wearing Power Armor.



- **STR 7–8:** +1 physical DR
- **STR 9–10:** +2 physical DR
- **STR 11+:** +3 physical DR

BASHER

Ranks: 1
Requirements: STR 6

When you make a melee attack by bashing with your gun (see p.111), your attack gains the Vicious damage effect.

BETTER CRITICALS

Ranks: 1
Requirements: LCK 9

When you inflict one or more points of damage to an enemy, you may spend 1 Luck Point to automatically inflict a critical hit, causing an injury.

BIG LEAGUES

Ranks: 1
Requirements: STR 8

When you make a melee attack with a two-handed melee weapon, the weapon gains the Vicious damage effect.

BLACK WIDOW/LADY KILLER

Ranks: 1
Requirements: CHA 6

The Black Widow perk affects men and masculine characters, while the Lady Killer perk affects women and feminine characters—they are otherwise identical. When you attempt a **CHA** based skill test to influence a character of the chosen gender, you may re-roll 1d20. In addition, your attacks inflict +1 additional damage against characters of the chosen gender.

BLACKSMITH

Ranks: 3
Requirements: STR 6, Level 2+

You can modify melee weapons with weapon mods. Each rank in this perk unlocks an additional rank of melee weapon mods: rank 1 unlocks rank 1 mods, rank 2 unlocks rank 2 mods, and rank 3 unlocks rank 3 mods. Each time you take this perk, the level requirement increases by 4.

BLITZ

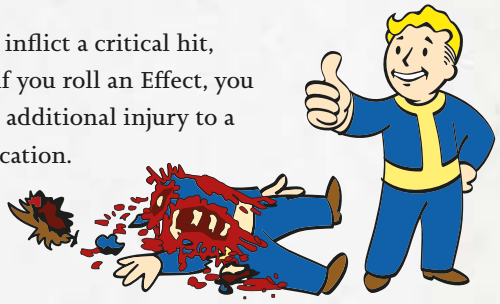
Ranks: 2
Requirements: AGI 9, Level 1+

When you move into reach of an opponent and make a melee attack against them in one turn, you may re-roll one d20 on your attack.

At rank 2, you also inflict +1 damage with that attack. Each time you take this perk, the level requirement increases by 3.

BLOODY MESS

Ranks: 1
Requirements: LCK 6



When you inflict a critical hit, roll 1 ; if you roll an Effect, you inflict one additional injury to a random location.

CAN DO!

Ranks: 1
Requirements: LCK 5

When you are scavenging a location that contains food, you gain 1 additional random food item, without spending AP.

CAP COLLECTOR

Ranks: 1
Requirements: CHA 5

When you buy or sell items, you may increase or decrease the price of the goods being traded by 10%.

CAUTIOUS NATURE

Ranks: 1
Requirements: PER 7

Whenever you attempt a skill test, and you buy one or more d20s by spending Action Points, you may re-roll 1d20 on that test. You may not purchase this perk if you have Daring Nature.

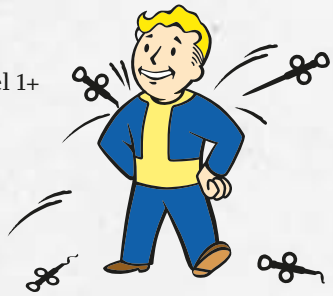
CENTER MASS

Ranks: 1
Requirements: AGI 7

When you make a ranged attack, you may choose to strike your target's Torso location (or equivalent, for creatures that use a different location table) without increasing the difficulty of the attack. In addition, you may re-roll 1d20 when making the test for your attack.

CHEM RESISTANT

Ranks: 2
Requirements: END 7, Level 1+

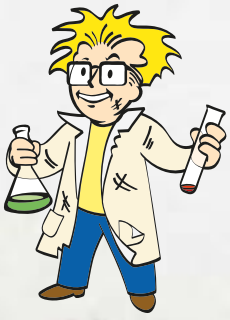


At rank 1, roll one fewer when determining if you become addicted to chems, to a minimum of 0.

At rank 2, you cannot become addicted to chems. Each time you take this perk, the level requirement increases by 4.

CHEMIST

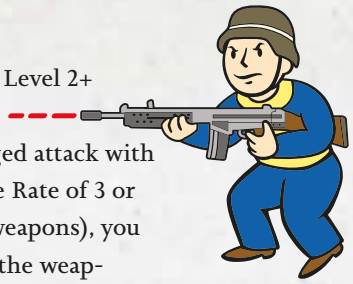
Ranks: 1
Requirements: INT 7



Chems you create last twice as long as normal (see p.164). In addition, you unlock chems recipes that have this perk as a requirement.

COMMANDO

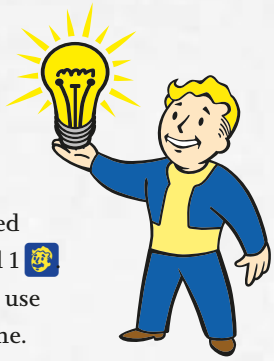
Ranks: 2
Requirements: AGI 8, Level 2+



When you make a ranged attack with any weapon with a Fire Rate of 3 or higher (except heavy weapons), you add +1 per rank to the weapon's damage. Each time you take this perk, the level requirement increases by 3.

COMPREHENSION

Ranks: 1
Requirements: INT 6

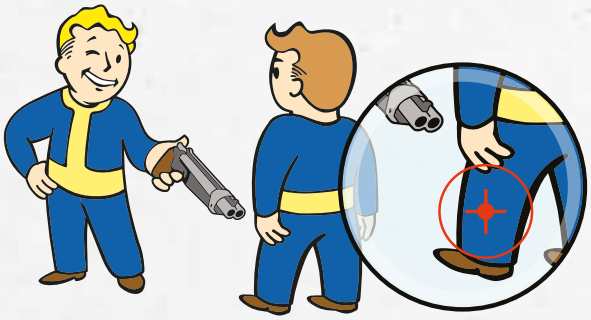


After you use the bonus gained from reading a magazine, roll 1 . If you roll an Effect, you may use that bonus one additional time.

CONCENTRATED FIRE

Ranks: 1
Requirements: PER 8, AGI 6

When you make a ranged attack and spend ammunition to increase the damage, you may re-roll up to 3 for your damage roll.



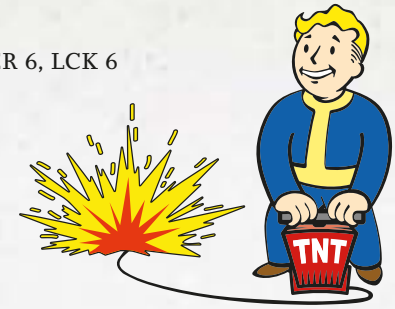
DARING NATURE

Ranks: 1
Requirements: LCK 7

Whenever you attempt a skill test, and you buy one or more d20s by giving the gamemaster Action Points, you may re-roll 1d20 on that test. You may not purchase this perk if you have Cautious Nature.

DEMOLITION EXPERT

Ranks: 1
Requirements: PER 6, LCK 6

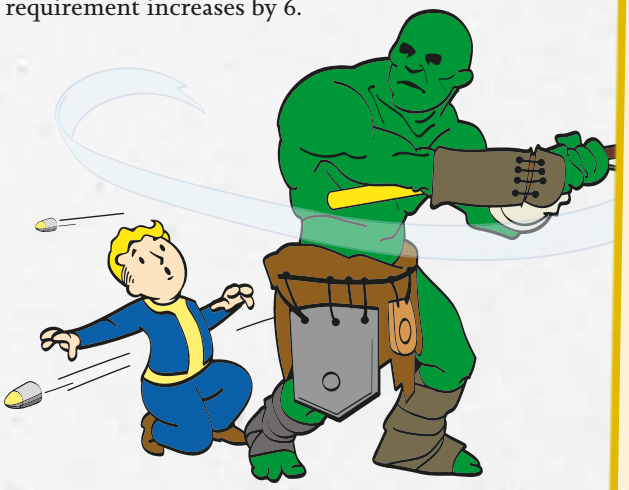


When you make an attack using a weapon with the Blast quality, the attack gains the Vicious damage effect.
In addition, you unlock explosives recipes which have this perk as a requirement.

DODGER

Ranks: 2
Requirements: AGI 6, Level 4

At rank 1, when you take the Defend major action, you reduce the difficulty of the skill test by 1. At rank 2, the AP cost to further increase your Defense is reduced to 1 AP. Each time you take this perk, the level requirement increases by 6.



DOGMEAT

Ranks: 1
Requirements: CHA 5

You aren't alone in the wilderness. You have a pet dog that serves as a friend and ally in dangerous times. The dog has the profile shown to the side and is treated as an allied NPC creature under your command (see p.XX). If you need to forage for food and water, your dog looks after themselves. If your dog is slain, then you either find a new dog before the next adventure, or you may trade this perk for a different one after this adventure.

Dogmeat

Level 1, Mammal, Normal Creature

BODY	MIND	MELEE	GUNS	OTHER
5	4	2	—	1

HP	INITIATIVE	DEFENSE
6	As PC	1

CARRY WEIGHT	MELEE BONUS
50 lbs.	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
0	0	0	0

ATTACKS

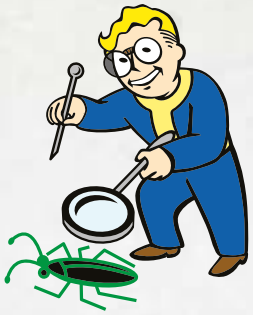
- **BITE: BODY + Melee** (TN 7), 2 Vicious, Physical damage

SPECIAL ABILITIES

- **KEEN SENSES:** One or more of Dogmeat's senses are especially keen; they can attempt to detect creatures or objects, which characters normally cannot, and they reduce the difficulty of all other **PER** tests by 1 (to a minimum of 0).
- **ATTACK DOG:** When Dogmeat assists on one of your attacks, he must move within Reach of the target, and he inflicts his own melee damage on the target if the attack is successful.
- **COMPANION:** Dogmeat's level is the same as yours and increases whenever you level up.Increase either Dogmeat's Body or Mind by +1 when you reach level 3 or any odd-numbered level after that. Increase Dogmeat's HP by +1 per level, and with any increases to Body. Increase Dogmeat's bite damage by +1 at 5th level and every 5 levels beyond that.

ENTOMOLOGIST

Ranks: 1
Requirements: INT 7



When you make an attack against an NPC with the Insect keyword, your attack gains the Piercing 1 damage effect, or improves the rating of any Piercing X effect the weapon has by +1.

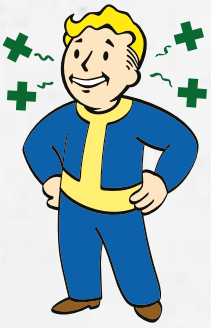
FAST METABOLISM

Ranks: 3
Requirements: END 6, Level 1+, not a robot

When you regain one or more HP from any source other than rest, increase the total HP regained by +1 per rank in this perk. Each time you take this perk, the level requirement increases by 3.

FASTER HEALING

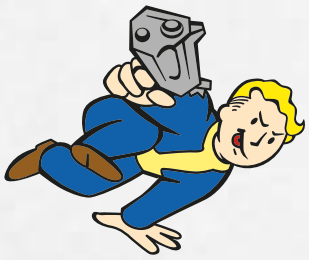
Ranks: 1
Requirements: END 6, not a robot



When you make an **END + Survival** test to heal your own injuries, the first additional d20 you buy is free. The normal maximum of 5d20 still applies.

FINESSE

Ranks: 1
Requirements: AGI 9



Once per combat encounter, you may re-roll all the on a single damage roll without spending any Luck points.

FORTUNE FINDER

Ranks: 3
Requirements: LCK 5, Level 2+

Whenever you roll to determine how much money you find, you find more. At rank 1, you find +3 additional caps. At rank 2, you find +6 additional caps. At rank 3, you find +10 additional caps. Each time you take this perk, the level requirement increases by 4.

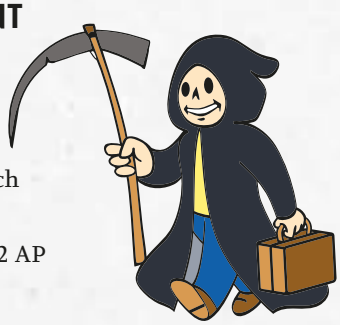
GHOST

Ranks: 1
Requirements: PER 5, AGI 6

Whenever you attempt an **AGI + Sneak** test in shadows or darkness, the first additional d20 you buy is free. The normal maximum of 5d20 still applies.

GRIM REAPER'S SPRINT

Ranks: 1
Requirements: LCK 8



When you make an attack which kills one or more enemies, roll 1. If you roll an Effect, add 2 AP to the group's pool.

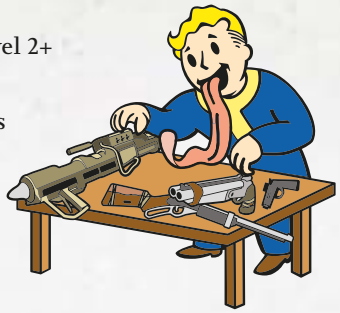
GUN FU

Ranks: 3
Requirements: AGI 10, Level 1+

When you succeed at a ranged attack, you may spend 1 AP and 1 ammo to hit a second target within Close range of your initial target. The second target takes the same damage as the initial target. At rank 2, you may spend 2 AP and 2 ammo to hit two additional targets. At rank 3, you may spend 3 AP and 3 ammo to hit three additional targets. Each time you take this perk, the level requirement increases by 5.

GUN NUT

Ranks: 3
Requirements: INT 6, Level 2+



You can modify small guns and heavy weapons with weapon mods. Each rank in this perk unlocks an additional rank of weapon mods: rank 1 unlocks rank 1 mods, rank 2 unlocks rank 2 mods, etc. Each time you take this perk, the level requirement increases by 4.

GUNSLINGER

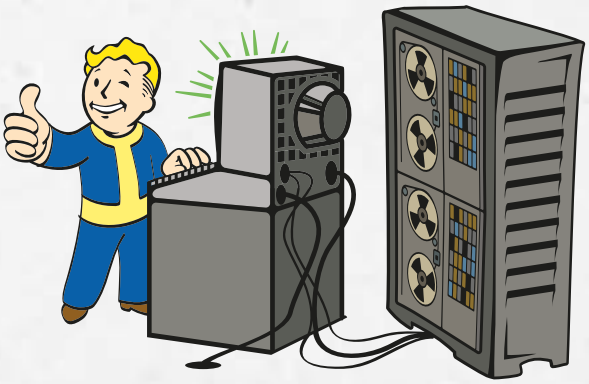
Ranks: 2
Requirements: AGI 7, Level 2+

When you make an attack with a one-handed ranged weapon with a Fire Rate of 2 or lower, you increase the weapon's damage by +1 per rank. In addition, you may re-roll the hit location die. Each time you take this perk, the level requirement increases by 4.

HACKER

Ranks: 1
Requirements: INT 8

The difficulty of skill tests to hack computers is decreased by 1, to a minimum of 0.



HEALER

Ranks: 3
Requirements: INT 7, Level 1+

When you heal a patient's HP using the First Aid action, increase the amount of HP healed by +1 per rank in this perk. Each time you take this perk, the level requirement increases by 5.

HEAVE HO!

Ranks: 1
Requirements: STR 8

When you make a thrown weapon attack, you may spend 1 AP to increase the Range of the weapon by one step—from Close to Medium, or from Medium to Long.

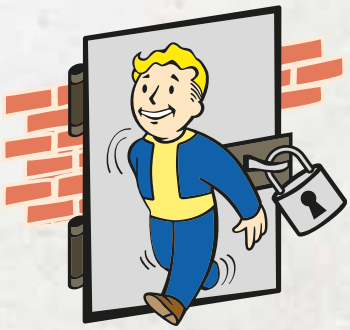
HUNTER

Ranks: 1
Requirements: END 6

When you make an attack against an NPC with one of the Mammal, Lizard, or Insect keywords and the Mutated keyword, your attack gains the Vicious damage effect, if it did not already have that effect.

INFILTRATOR

Ranks: 1
Requirements: PER 8



When you attempt a Lockpick skill test to unlock a door or container, you may re-roll 1d20.

INSPIRATIONAL

Ranks: 1
Requirements: CHA 8

Because you lead by example, the maximum number of AP the group may save is increased by 1.

INTENSE TRAINING

Ranks: 10
Requirements: Level 2+

Increase any one S.P.E.C.I.A.L attribute by 1 rank. As usual, your S.P.E.C.I.A.L attributes cannot be increased beyond 10 using this method. Each time you take this perk, the level requirement increases by 2.

IRON FIST

Ranks: 2
Requirements: STR 6, Level 1+

At rank 1, your unarmed attacks inflict +1 damage. At rank 2, your unarmed attacks also gain the Vicious damage effect. Each time you take this perk, the level requirement increases by 5.

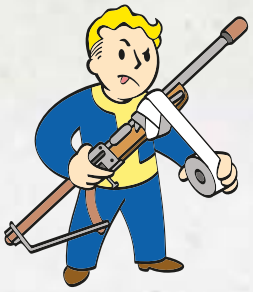
JUNKTOWN JERKY VENDOR

Ranks: 1
Requirements: CHA 8

The difficulty of any **CHA + Barter** test you attempt to buy or sell goods is reduced by 1, to a minimum of 0.

JURY RIGGING

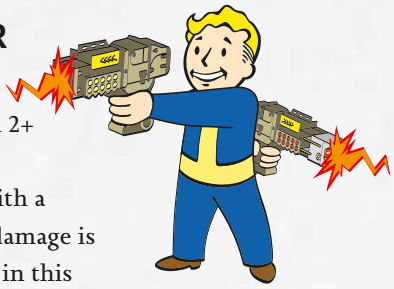
Ranks: 1
Requirements: None



You can repair an item without needing to expend any components. However, the repair is temporary, and the item will break again on the next complication you suffer while using it. The complication range of all skill tests to use the item increases by 1, to the roll of a 19–20.

LASER COMMANDER

Ranks: 2
Requirements: PER 8, Level 2+



When you make an attack with a ranged energy weapon, the damage is increased by +1 per rank in this perk. Each time you take this perk, the level requirement increases by 4.

LEAD BELLY

Ranks: 2
Requirements: END 6, Level 1+

At rank 1, you may re-roll the to determine if you suffer radiation damage from irradiated food or drink. At rank 2, you are immune to radiation damage from consuming irradiated food or drink. Each time you take this perk, the level requirement increases by 4.

LIFE GIVER

Ranks: 5
Requirements: Level 5+

Increase your maximum health points by your Endurance rank. Each time you take this perk, the level requirement increases by 5.

LIGHT STEP

Ranks: 1
Requirements: None

When you roll to generate any complications on an Agility-based skill test, you may ignore one complication for every 1 AP spent. In addition, you may re-roll 1d20 on any **AGI + Athletics** test to avoid traps triggered by pressure plates or similar mechanisms.

MASTER THIEF

Ranks: 1
Requirements: PER 8, AGI 9

When you are attempting to pick a lock or pickpocket somebody, the difficulty of the opponent's skill test to detect you increases by +1.

MEDIC

Ranks: 1
Requirements: INT 8

When you use the First Aid action to try to treat an injury, you can re-roll 1d20.

MELTDOWN

Ranks: 1
Requirements: PER 10

When you kill an enemy with an energy weapon, they explode. Roll a number of equal to half the weapon's damage rating (round down). For each Effect rolled, one creature within Close range of the exploding enemy (starting with the closest) suffers energy damage equal to the total rolled on the .

MISTER SANDMAN

Ranks: 1
Requirements: AGI 9

When you make a sneak attack with a silenced or suppressed weapon, the damage is increased by +2 . You cannot gain this benefit while in Power Armor.

MOVING TARGET

Ranks: 1
Requirements: AGI 6

When you take the Sprint action, your Defense increases by +1 until the start of your next turn.

MYSTERIOUS STRANGER

Ranks: 1
Requirements: LCK 7

From time to time, a Mysterious Stranger comes to your aid, with lethal results. At the start of a combat encounter, you may spend 1 Luck point. If you do so, then at any point during the scene, the GM may have the Mysterious Stranger appear, make a single ranged attack against an enemy you attacked, or who just attacked you, and then vanish. If you spend a Luck point and the Mysterious Stranger does not appear, the GM must refund the Luck point you spent.

The stranger has an AGI of 10, a Small Guns skill of 6, and counts Small Guns as a Tag skill. They always roll 3d20 for attacks, rather than 2d20, and their attack—using a custom .44 Magnum revolver—inflicts 8 Piercing 1, Vicious physical damage. They always appear within their weapon's ideal range. Any attempt to find where the Stranger went after their attack fails.

NERD RAGE!

Ranks: 3
Requirements: INT 8, Level 2+

While your health is reduced to less than ¼ of your maximum, you add +1 to your physical DR, +1 to your energy DR, and +1 to the damage of all your attacks.

At rank 2, this increases to +2 DR, and +2 damage. At rank 3, this increases to +3 DR and +3 damage.

Each time you take this perk, the level requirement increases by 5.

NIGHT PERSON

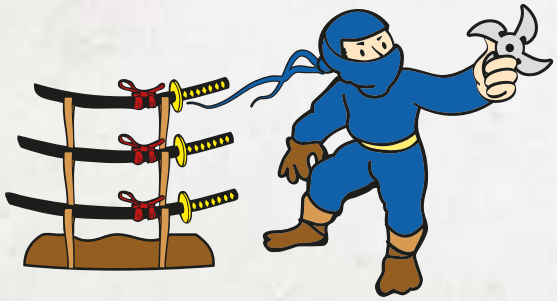
Ranks: 1
Requirements: PER 7

You reduce any difficulty increases due to darkness by 1.

NINJA

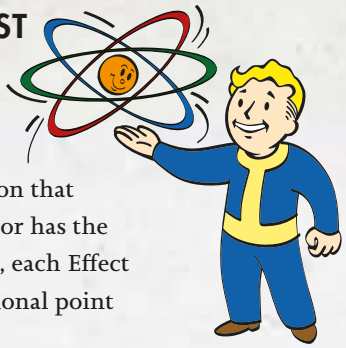
Ranks: 1
Requirements: AGI 8

When you make a sneak attack with a melee weapon or unarmed attack, the damage is increased by +2 . You cannot gain this benefit while in Power Armor.



NUCLEAR PHYSICIST

Ranks: 1
Requirements: INT 9



Whenever you use a weapon that inflicts radiation damage, or has the Radioactive damage effect, each Effect you roll inflicts one additional point of radiation damage.

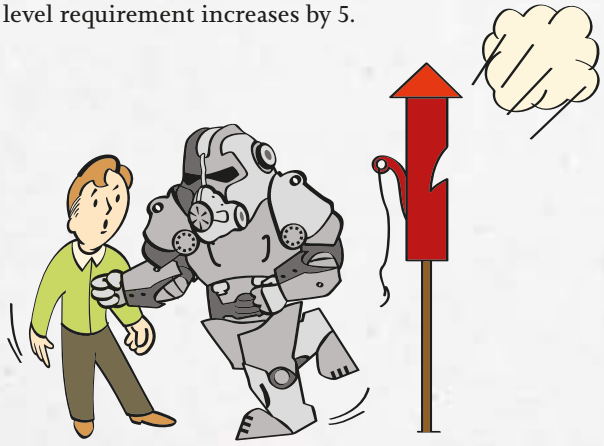
In addition, fusion cores you use have 3 additional charges.

PAIN TRAIN

Ranks: 2
Requirements: STR 9, END 7, Level 1+

You may Charge as a major action if you are wearing Power Armor or are a super mutant. This is a movement action, and you may not *Move* or *Sprint* in the same turn. When you take this action, you move into reach of an enemy within Medium range (1 zone) and make a **STR + Athletics** test with a difficulty of 2. If you succeed, the enemy suffers damage equal to your normal unarmed damage, and is knocked prone.

At rank 2, you add +1 and the Stun damage effect to the damage inflicted. At the GM's discretion, especially large or sturdy creatures cannot be knocked prone by this action. Each time you take this perk, the level requirement increases by 5.



PARALYZING PALM

Ranks: 1
Requirements: STR 8

When you make an unarmed attack, and choose to strike a specific location, your attack gains the Stun damage effect.

PARTY BOY/PARTY GIRL

Ranks: 1
Requirements: END 6, CHA 7

You cannot become addicted to alcoholic drinks, and whenever you drink an alcoholic drink, you heal +2 HP.

PATHFINDER

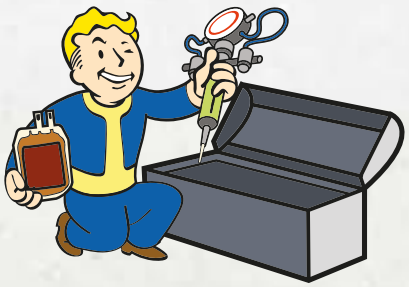
Ranks: 1
Requirements: PER 6, END 6

When travelling over long distances through the wilderness, a successful **PER + Survival** test (with a difficulty determined by the GM, based on the terrain) reduces the travel time by half.

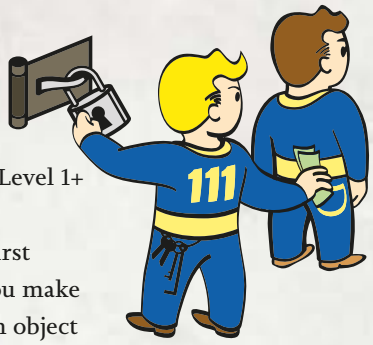
PHARMA FARMA

Ranks: 1
Requirements: LCK 6

When you are scavenging a location that contains medicine or chems, you find one additional item, randomly determined, without spending AP.



PICKPOCKET



Ranks: 3
Requirements: PER 8, AGI 8, Level 1+

At rank 1, you can ignore the first complication you roll when you make an **AGI + Sneak** test to steal an object from someone else's person or to plant something on them.

At rank 2, you can re-roll 1d20 in your dice pool when attempting to pick someone's pocket.

At rank 3, you reduce the difficulty of attempts to pick someone's pocket by 1.

Each time you take this perk, the level requirement increases by 3.

Pickin' Pockets

Stealing an item carried by someone else, or secreting an item upon their person, is a surprisingly valuable survival trick in the wasteland, and it's useful to have some sense of how easy or difficult a given theft is likely to be.

Picking pockets is an **AGI + Sneak** test, with a base difficulty of 1. Success allows you to take an item weighing 1lb or less from another character's pockets, belt pouches, etc., or to place an item of that size into a pocket, etc., without being detected. Failure means your attempt was noticed.

If the item you're stealing/planting weighs more than 1 lb., then the difficulty increases by 1. If it weighs more than 10 lbs., then the difficulty increases by 2 instead. Similarly, especially talented pickpockets can remove small items a person is wearing—such as stealing a wristwatch during a handshake—this test is also at +1 difficulty.

Picking pockets can become an opposed test if the target is wary or suspicious.

PIERCING STRIKE

Ranks: 1
Requirements: STR 7

Your attacks using unarmed attacks and bladed melee weapons gain the Piercing 1 damage effect, or add +1 to the rating of any Piercing X damage effect they already had.

PYROMANIAC

Ranks: 3
Requirements: END 6, Level 2+

The damage you deal using fire-based weapons increases by +1 per rank. Each time you take this perk, the level requirement increases by 4.

QUICK DRAW

Ranks: 1
Requirements: AGI 6

Each turn, you may draw a single weapon or item carried on your person without using a minor action.

QUICK HANDS

Ranks: 1
Requirements: AGI 8

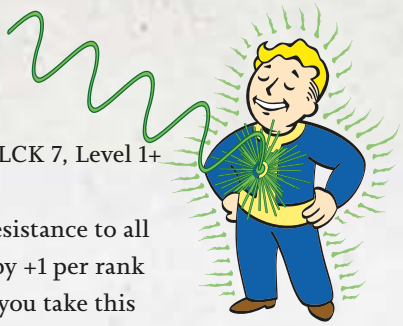
You can reload firearms faster. When you make a ranged attack, you may spend 2 AP to double the Fire Rate of your gun for that attack.

RAD RESISTANCE

Ranks: 2
Requirements: END 8, Level 1+

Your radiation Damage Resistance, to all hit locations, increases by +1 per rank in this perk. Each time you take this perk, the level requirement increases by 4.

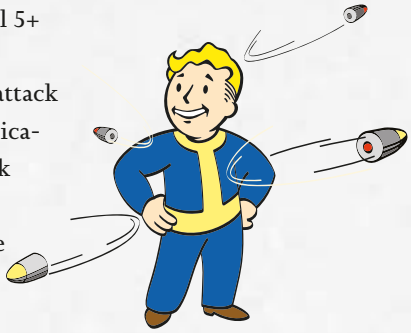
REFRACTOR



Ranks: 2
Requirements: PER 6, LCK 7, Level 1+

Your energy Damage Resistance to all hit locations increases by +1 per rank in this perk. Each time you take this perk, the level requirement increases by 4.

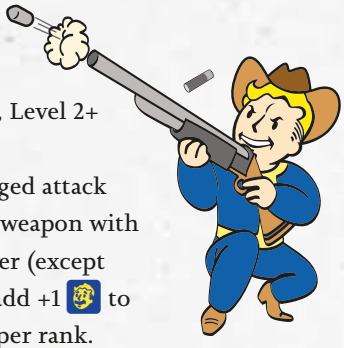
RICOCHET



Ranks: 1
Requirements: LCK 10, Level 5+

If an enemy makes a ranged attack against you and rolls a complication, you may spend one Luck point to have their ricochet hit them. Resolve the damage roll against the attacking enemy instead.

RIFLEMAN



Ranks: 2
Requirements: AGI 7, Level 2+

When you make a ranged attack with any two-handed weapon with a Fire Rate of 2 or lower (except heavy weapons), you add +1 to the weapon's damage per rank.

At rank 2, you also add the Piercing 1 damage effect, or add +1 to the rating of any Piercing X damage effect the weapon already had. Each time you take this perk, the level requirement increases by 4.

ROBOTICS EXPERT

Ranks: 3
Requirements: INT 8, Level 2+

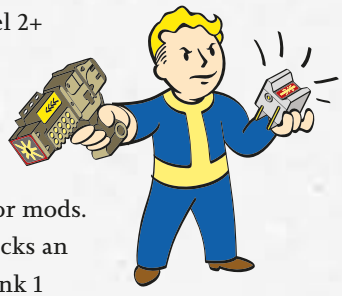
At rank 1, you can modify robot armor, weapon mounts, and modules with rank 1 mods. At rank 2 you gain access to rank 2 mods, and the difficulty of tests to repair robots is permanently reduced by 1. At rank 3 you gain

access to rank 3 mods, and you can reprogram robots to fulfil a different function or alter their behavior at the discretion of the GM.

Each time you take this perk, the level requirement increases by 4.

SCIENCE!

Ranks: 3
Requirements: INT 6, Level 2+



You can modify energy weapons with weapon mods, and you can also craft certain advanced armor mods. Each rank in this perk unlocks an additional rank of mods: rank 1 unlocks rank 1 mods, rank 2 unlocks rank 2 mods, etc.

Each time you take this perk, the level requirement increases by 4.

SCOUNDREL

Ranks: 1
Requirements: CHA 7

When you make a **CHA + Speech** test to convince someone of a lie, you may ignore the first complication you roll.

SCRAPPER

Ranks: 2
Requirements: Level 3+

When you scrap an item, you can salvage uncommon component materials as well as common ones (see p.208). At rank 2, you can also salvage rare materials. Each time you take this perk, the level requirement increases by 5.

SCROUNGER

Ranks: 3
Requirements: LCK 6, Level 1+

Whenever you roll to determine how much ammunition you find, you find more.

At rank 1, you find +3 additional shots. At rank 2, you find +6 additional shots. At rank 3, you find +10 additional shots. The additional ammo you find is the same as initially found, for example, if you find 10mm ammunition, this perk increases how much 10mm ammo you find. If you find multiple types of ammunition, Scrounger applies to the ammunition with the lowest rarity (GM's choice if there is a tie).

Each time you take this perk, the level requirement increases by 5.

SHOTGUN SURGEON

Ranks: 1
Requirements: STR 5, AGI 7

Your ranged attacks using shotguns gain the Piercing 1 damage effect, or add +1 to any Piercing X damage effect the weapon already had.

SKILLED

Ranks: 10
Requirements: Level 3+

Add +1 rank to two skills or add +2 ranks to one skill. No skill may have more than 6 ranks. Each time you take this perk, the level requirement increases by 3.

SIZE MATTERS

Ranks: 3
Requirements: END 7, AGI 6

When you make a ranged attack with any heavy weapon, you add +1 to the weapon's damage, per rank. Each time you take this perk, the level requirement increases by 4.

SNIPER

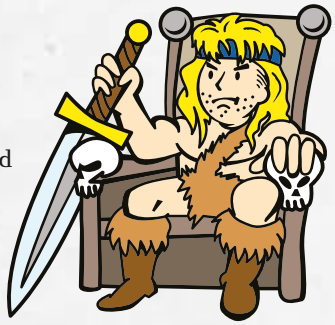
Ranks: 1
Requirements: PER 8, AGI 6

When you take the Aim minor action, and then make a ranged attack with a two-handed weapon with the Accurate quality, you can specify a hit location to target without increasing the difficulty of the attack.

SLAYER

Ranks: 1
Requirements: STR 8

When you inflict any damage with an unarmed attack or melee weapon, you may spend 1 Luck point to immediately inflict a critical hit—and therefore an injury—on the location hit.



SOLAR POWERED

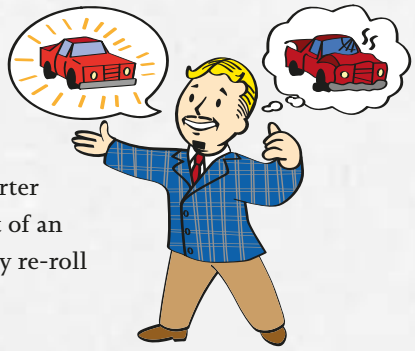
Ranks: 1
Requirements: END 7

For every hour you spend in direct sunlight, you heal 1 radiation damage.

SMOOTH TALKER

Ranks: 1
Requirements: CHA 6

When you make a Barter or Speech test as part of an opposed test, you may re-roll 1d20.



SNAKEATER

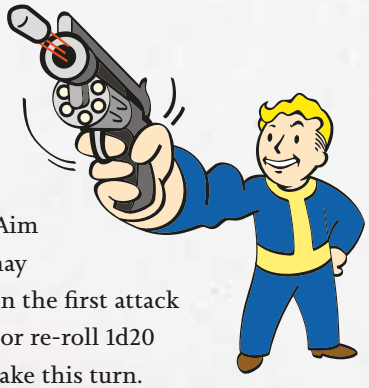
Ranks: 1
Requirements: END 7

Your poison Damage Resistance increases by +2.

STEADY AIM

Ranks: 1
Requirements: STR 8, AGI 7

When you take the Aim minor action, you may either re-roll 2d20 on the first attack you make this turn, or re-roll 1d20 on all attacks you make this turn.



STRONG BACK

Ranks: 3
Requirements: STR 5, Level 1+

Your maximum carry weight is increased by +25 lbs., per rank. Each time you take this perk, the level requirement increases by 2.

TAG!

Ranks: 1
Requirements: Level 5+

You may select one additional Tag skill. Increase the skill's rank by 2, to a maximum of 6, and mark it as a Tag skill, allowing you to roll a critical success with a d20 result equal or under the skill's rank.

TERRIFYING PRESENCE

Ranks: 2
Requirements: STR 6, CHA 8, Level 3+

When you make a Speech test to threaten or scare someone, you may re-roll 1d20.

At rank 2, you may use a major action in combat to threaten an enemy within Medium range, using a **STR + Speech** test with a difficulty of 2. If you succeed, that enemy must move away from you during their next turn (though they can take any other actions they wish). Each time you take this perk, the level requirement increases by 5.

TOUGHNESS

Ranks: 2
Requirements: END 6, LCK 6, Level 1+

Your physical Damage Resistance to all hit locations increases by +1 per rank in this perk. Each time you take this perk, the level requirement increases by 4.

STEP 5: DERIVED STATISTICS

Once the previous steps are complete, calculate your derived statistics. These are passive values that are used when you're the target of an attack, the subject of a skill test, or just exploring the wastes.

CARRY WEIGHT

Your carry weight measures how much gear you can carry. You can carry a base of 150 pounds of equipment, plus your Strength attribute multiplied by 10.

Carry weight (lbs.) = 150 + (STR × 10)

You can carry more by choosing the relevant perks and increasing your Strength attribute, as well as by using equipment with extra carrying space.

Mister Handy robots calculate carry weight differently: they have a maximum carry weight of 150 lbs., and each pincer can only lift 40 lbs. of weight.

DAMAGE RESISTANCE

Your resistance to different types of damage is determined by your equipment and your perks.

- **Your base physical Damage Resistance is 0**, but may be increased by the armor you wear and the perks you select.
- **Your base energy Damage Resistance is 0**, but may be increased by the armor you wear and the perks you select.
- **Your radiation Damage Resistance is 0**, but may be increased by the armor you wear and the perks you select.
- **Your poison Damage Resistance is 0**, but may be increased by the perks you select.

DEFENSE

Your Defense statistic is the basic difficulty of any attacks made against you. It is based on your Agility attribute:

- If your Agility is **8 or less**, your Defense is 1.
- If your Agility is **9 or higher**, your Defense is 2.

INITIATIVE

Your initiative determines how quickly you act in combat. Add your **PER + AGI** together.

HEALTH POINTS

Health points tell you how much damage you can withstand. Your maximum health point total at first level is equal to your **END + LCK**.

MELEE DAMAGE

Your melee damage statistic lists any bonus damage you do with melee weapons or unarmed attacks, due to having a high Strength attribute. If you have a Strength of 6 or less, you gain no bonus.

- **Strength 7–8:** +1
- **Strength 9–10:** +2
- **Strength 11+:** +3

SUBWAY
SNACKS·GOODIES·STUFF

STEP 6: CHOOSE EQUIPMENT

After calculating your derived statistics, choose your starting equipment based on your origin from step 1. *Chapter 4: Equipment* has more information about the equipment listed in the packs. If any equipment you choose would modify your derived statistics (like armor increasing your Damage Resistances), make sure you note down the new values.

The following equipment packs are themed to different lives and experiences of level 1 characters as they begin their quests through the wasteland. Each origin gives you a choice of several different packs to choose from. Your choice of Tag skills provides you with additional gear according to those skills.

BROTHERHOOD

Characters who select the Brotherhood Initiate origin can choose one of the following equipment packs:

BROTHERHOOD OF STEEL INITIATE

You are a new recruit to the Brotherhood of Steel training to fight the Brotherhood's battles. You aspire to become a Knight of the Brotherhood, to be entrusted with mighty Power Armor, weapons, and other advanced technology to preserve human knowledge and civilization.

You receive the following equipment:

- Brotherhood fatigues and Brotherhood hood
- Combat knife
- Laser pistol and a fusion cell containing 10 +5 shots, or a 10mm pistol with 10+5 rounds of 10mm pistol ammunition
- Brotherhood holotags containing identifying information

BROTHERHOOD OF STEEL SCRIBE

One of the Brotherhood's best and brightest, your life is dedicated to researching science and technology in order to preserve that knowledge, keeping records to ensure history is not forgotten, and to maintaining and improving the weapons, armor, and vehicles of the Brotherhood. While not as combat-ready as others in the Brotherhood, sometimes your duties require venturing into the field.

You receive the following equipment:

- Brotherhood Field Scribe's armor and Brotherhood Scribe's hat
- Combat knife
- Laser pistol and a fusion cell containing 6 +3 shots or a 10mm pistol with 6+3 rounds of 10mm pistol ammunition.
- Brotherhood holotags containing identifying information

MISTER HANDY

Characters who select the Mister Handy origin may select one of the following equipment packs:

Programming or Individuality?

As a manufactured and programmed machine, your origin was determined as much by others as by yourself, and you were initially built for a specific purpose. While you've probably expanded and altered your programming since, it's not always easy to break free of what you were built to do. Each of the equipment packages here reflect a typical example of that kind of Mister Handy robot, but countless variations exist where programming, voice, synthetic personality, and so forth have all been altered or replaced.

MISS NANNY

You were built and programmed to be a caretaker, performing domestic cleaning duties and taking care of kids. Your line was produced with a feminine voice and persona, as that was thought to be most acceptable to customers and most fitting for your role as maid and nanny.

You receive the following equipment:

- One pincer arm attachment, one flamer arm attachment, and one arm attachment of your choice
- Standard plating
- Behavioral analysis mod
- Hazard detection mod
- 10 caps

MISTER FARMHAND

You were built and programmed to assist on a farm, tending to crop fields and herds of livestock. Your line was produced with a masculine (and stereotypically rural) voice and persona and outfitted to help with farm work such as harvesting crops and killing vermin.

You receive the following equipment:

- One pincer arm attachment, one buzz-saw arm attachment, and one laser emitter arm attachment
- Standard plating
- One bag of fertilizer
- 2 mutfruits
- 25 caps

MISTER GUTSY

You were built and programmed as a military robot for a variety of combat roles. Your line was produced with a masculine voice and persona based on a stereotypical drill sergeant, and you're more heavily armed and armored than most Mister Handy robots.

You receive the following equipment:

- One 10mm auto pistol arm, one buzz-saw arm attachment, and one laser emitter arm attachment
- Mister Gutsy plating
- Recon sensors mod
- 10 caps

MISTER HANDY

You're one of the domestic models of Mister Handy robots, a robotic butler programmed to assist in maintaining a household. Your line was programmed with a masculine voice and persona based on the stereotype of a British butler.

You receive the following equipment:

- One pincer arm attachment, one flamer arm attachment, and one buzz-saw arm attachment
- Standard plating
- Robot repair kit
- Integral boiler mod
- 10 caps

NURSE HANDY

You're one of the medical models of the Mister Handy line, intended to act as a medic, nurse, or orderly in a hospital, with some advanced models even serving as doctors (the Doctor Handy, MD., model). Your line was programmed with the same masculine voice and persona as the standard Mister Handy.

You receive the following equipment:

- One pincer arm or buzz-saw arm attachment, one buzz saw arm attachment, and one attachment of your choice
- Standard plating
- Stimpak
- Diagnosis mod
- 10 caps

SUPER MUTANT

Characters who select the Super Mutant origin may select one of the following equipment packs:

BRUTE

You're big, tough, and more than capable of surviving in the wasteland with little more than brute force and determination.

You receive the following equipment:

- Raider armor torso, plus raider armor for the head, *or* one leg, *or* one arm
- A pipe rifle, and 6 +3 rounds of .38 ammunition
- A baseball bat *or* machete
- A personal trinket
- 5 caps

SKIRMISHER

You're bigger and tougher than most of your fellow mutants, but only because you know the secret of getting better punchier gear.

You receive the following equipment:

- Raider armor torso, plus raider armor for the head, *or* one leg, *or* one arm
- Heavy bolt-action pipe rifle, and 8 +4 rounds of .308 ammunition
- A board
- A personal trinket
- 5 caps

VAULT DWELLER

Characters who select the Vault Dweller origin may select one of the following equipment packs:

VAULT-TEC RESIDENT

You—or one of your ancestors—chose to wait out the encroaching threat of atomic war in safety and comfort. And you did, surviving in a fortified underground bunker through the duration of the war. Of course, depending on the Vault you resided in, the experience may not have been so safe or comfortable…

You receive the following equipment:

- Vault jumpsuit
- Vault-Tec branded canteen containing 1 purified water
- Pip-Boy
- Switchblade
- 10mm pistol with 6 +3 rounds of 10mm pistol ammunition
- 2 stimpaks
- 10 caps

VAULT-TEC SECURITY

You were a Vault-Tec employee, or a Vault Dweller entrusted by the Overseer with maintaining the Vault's safety and security. Or you got into the weapons locker before you escaped the Vault you lived in.

You receive the following equipment:

- Vault jumpsuit
- Vault-Tec security armor, and Vault-Tec security helmet
- Vault-Tec branded canteen containing 1 Purified Water
- Pip-Boy
- Baton
- 10mm pistol with 8 +4 rounds of 10mm pistol ammunition
- 1 stimpak

WASTELANDER

Characters who select either the Ghoul or Survivor origins may select one of the following equipment packs:

MERCENARY

You travel the wasteland as a hired gun, fighting or defending who pays. Sometimes the job is honest, sometimes it's messy, but when times are good you can afford to live by a code and only take the upstanding jobs. Times aren't always good.

You receive the following equipment:

- Tough clothing
- A leather armor chest piece, or a leather armor arm and a leather armor leg (your choice as to which arm and leg)
- One melee weapon from the following: machete, baseball bat, tire iron
- One ranged weapon from the following: 10mm automatic pistol, .44 pistol, hunting rifle, bolt-action pipe gun
- 10 +5 rounds of ammunition for the chosen ranged weapon
- A note advertising a job in a nearby settlement that offers to pay 50 caps
- 15 caps

RAIDER

Might makes right in the wasteland. You take what you need from others and defend yourself from anyone trying to do the same. Occasionally, you might band together with a few other like-minded folks to take something none of you could've raided on your own, but mostly it's everyone for themselves.

You receive the following equipment:

- Harness
- Raider armor chest piece and raider armor for one of your arms (your choice)
- One melee weapon from the following list: lead pipe, pool cue, tire iron
- A pipe gun, with 10 +5 rounds of .38 caliber ammunition
- 1 dose of Jet or RadAway
- One Molotov cocktail or one stimpak
- 15 caps

SETTLER

It's not the easiest life in the wasteland, but given a bit of hard work, and help from a few neighbors, it's possible to carve out something like home. Maybe you're a fighter and others rely on you for defense, maybe you grow the food others rely on to survive, or maybe you're good at fixing things, or have a knack for getting people to cooperate.

You receive the following equipment:

- Tough clothing
- One melee weapon from the following: switchblade, pipe wrench, rolling pin, knuckles
- A pipe gun, with 6 +3 rounds of .38 caliber ammunition
- 2 rolls on the random food table (see p.202)
- One personal trinket
- 45 caps

TRADER

You travel from settlement to settlement, a caravan of brahmin laden with supplies seeking to trade with settlers and drifters alike. You're ready for trouble—you can't let yourself be too easy a target for raiders—and often hire folks to help protect you and your wares.

You receive the following equipment:

- Tough clothing
- A leather armor chest piece, or a leather armor arm and a leather armor leg (your choice as to which arm and leg)
- A pipe gun, with 8 +4 rounds of .38 caliber ammunition
- One personal trinket.
- Wares: 3 rolls each on the ammunition, aid, and junk loot tables
- A pack brahmin (see *Brahmin*, p.341)
- 50 caps

WANDERER

You travel from settlement to settlement, scavenging from the ruins of the old world and either using what you find or selling it on for something more useful. You'll take on odd jobs and day work where you need to, but you're not one to settle down.

You receive the following equipment:

- Drifter outfit
- One melee weapon from the following: switchblade, pipe wrench, rolling pin, knuckles
- A pipe gun, with 8 +4 rounds of .38 caliber ammunition
- 1 dose of Jet or RadAway
- One personal trinket
- 30 caps

PERSONAL TRINKETS

If your character's equipment pack includes a personal trinket, you can create your own or roll on the table below for inspiration. These trinkets hold particular sentimental value for your character, and once per quest, outside of combat, you can have your character spend a few moments looking at the trinket, thinking about what it means to them. If you do, you regain 1 Luck Point.

At the GM's discretion, any character may have a trinket if they wish, but these cannot restore a character's Luck points in the same way—such items lack the same sentimental value.

TRINKETS

If your character begins with a trinket you can roll on this table for inspiration, or create one yourself. At the gamemasters' discretion, all characters may gain a trinket item if they wish.

Random Trinkets

D20 ROLL	TRINKET
1	A gold pocket watch
2	A garbled holodisk
3	A brightly colored bandanna
4	A silver locket
5	Medal
6	Potted plant
7	Tickets to a pre-war event
8	Wedding ring
9	Pre-war party invitation
10	An engraved flip lighter
11	Loaded casino dice
12	Id card
13	Cosmetics case
14	Musical Instrument
15	Broken eyeglasses
16	Necklace made of junk
17	Pages of an unfinished story
18	Overdue library book
19	A postcard with an address
20	A pre-war neck-tie

TAG SKILL ITEMS

Your Tag skills mark out your character's areas of expertise, and are the skills you rely on most to make your way in the world, and thus you're likely to have the tools to reflect that. For each Tag skill you selected during character creation, gain the items listed in the table below. Some provide you with a choice between items.

Items Gained from Tag Skills

TAG SKILL	ITEMS RECEIVED
Athletics	Casual clothing, 1 Buffout
Barter	2d20 additional caps
Big Guns	4 +2 shots of flamer fuel
Energy Weapons	Fusion cell containing 6 +3 shots
Explosives	2 Molotov cocktails *or* 2 baseball grenades
Lockpick	4 +2 bobby pins
Medicine	1 first aid kit, 1 Stimpak
Melee Weapons	Machete *or* baseball bat
Pilot	Broken car parts (equivalent to 5 common scrap)
Repair	Multi-Tool
Science	Lab coat, 1 dose of Mentats
Small Guns	6 +3 additional shots of ammunition of a type you already possess
Sneak	One dose of Calmex
Speech	Formal hat, formal clothing
Survival	2 purified water, 1 iguana on a stick
Throwing	4 +2 throwing knives *or* 2 +1 tomahawks
Unarmed	Knuckles

STARTING EQUIPMENT AT HIGHER LEVELS

If you're starting a campaign above level 1, player characters should receive correspondingly better equipment to help on their adventures.

For each level above 1st, your character receives additional caps, as listed in the Additional Caps by Starting Level table, which you can use to purchase additional equipment. Items purchased cannot exceed the Rarity listed, determined by the level of your character, also noted on the table below.

Additional Caps by Starting Level

LEVEL	CAPS	MAX RARITY
2	100	1
3	250	1
4	450	1
5	700	2
6	1000	2
7	1350	2
8	1750	2
9	2200	3
10	2700	3
11	3250	3
12	3850	3
13	4500	4
14	5200	4
15	5950	4
16	6750	4
17	7600	5
18	8500	5
19	9450	5
20	10450	5
21+	+ Level ×50	Any

★ *Chapter Four* ★

EQUIPMENT

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Chapter Four

EQUIPMENT

This chapter takes you through all the equipment available to your character, from weapons and chems, to armor and junk. The gear you received in your equipment pack as a starting character is enough to get going, but you'll need more than that to survive in the wasteland.

OBTAINING EQUIPMENT

Everyone wants more gear. The instinct to hoard is a common one among the people dwelling in the wasteland, and for good reason: you never know when something will be the difference between life and death. Caps are useful but selling your last few bullets for a fistful of caps does you no good if you get into a gunfight before you can spend them.

CAPS

The standard accepted currency across North America, bottle caps are finite in supply and difficult to reproduce, which makes them ideal as a token of value for merchants travelling the wastelands, in the absence of the banking methods that supported pre-War currencies.

While attempts to produce counterfeit caps does occur from time to time, the means to mass-produce them and paint them were lost during the Great War. Small numbers of fake caps turn up from time to time, but never in quantities large enough to cause real problems.

Naturally, you encounter stockpiles of caps during your quests throughout the wasteland. Obviously, if you find a bottle of Nuka-Cola, Sunset Sarsaparilla, beer, or the like, you'll get a cap when you open the bottle, but caps have been currency for long enough that people hoard them like they do everything else.

All prices in this book, and all monetary rewards gained during a quest, are listed in caps unless otherwise noted.

OTHER CURRENCY

The presence of caps hasn't prevented other factions from trying to produce their own currencies, either to supplant the bottle cap, or for use by that faction's members only. Where other currencies appear in quests, there is also a list for its equivalent value in caps.

- **Pre-War money** can still be found, but it's more of a novelty or collector's item these days. Those stacks and bundles of green banknotes can be traded for a tidy little stack of caps if you know who to sell them to, and there are a few places—often with still-functioning vending machines—which still accept these old notes as money.
- **Gold** still has value for the reasons it always did—it's rare, relatively inert, and looks nice. Often found in jewelry and other fine items, but also as coins (old, or newer ones from a failed attempt to produce a new currency) or in heavy ingots (gold bullion). Most people consider accepting gold, unless they're travelling: gold is heavy and cumbersome.
- **New money**, such as the coins and notes once issued by the New California Republic, is normally an attempt to replace bottle caps as currency. They may succeed for a time, but normally only within a specific region: a currency is only valid so long as someone accepts it as payment.
- **Scrip** covers a variety of tokens used for exchange within a specific group. Some parts of the Brotherhood of Steel have used scrip for internal

trade (where a member of the Brotherhood wants something from someone else in the Brotherhood), but they're also used in places where the person or group who control all the jobs also control all the traders: if you're using scrip, you can't easily leave that group, because you've got no money accepted by the outside world.

AVAILABILITY AND RARITY

Not everything is available everywhere. It's luck as much as anything that determines whether a trader has the thing you're looking to buy.

All items listed in this chapter have a Rarity rating. This is a number, normally from 0 to 5, which determines how likely or unlikely you are to find that item.

Rarity is used in a few ways. In most cases it is used as the difficulty of a skill test, such as when trying to convince a trader to part ways with a rare item or haggling over the price.

In other cases, you may be asked to make an Availability roll when you first meet a trader or vendor. In these cases, roll a number of equal to your LCK. The number of Effects rolled is the maximum Rarity available; that is, an item is not available for purchase if it has a Rarity greater than the number of Effects rolled.

SELLING

When you're selling something, rarity doesn't matter—few traders turn away good merchandise without a good reason—but you only receive a quarter (rounding down) of the item's value (before adjustments for haggling).

Further, each trader has only a finite number of caps on their person to trade with. You can get around that by bartering, but it does limit how much you can sell at once, particularly if you're selling something rare and valuable.

HAGGLING

When you try to buy or sell an item, the price is not fixed. To a degree, negotiation allows you to get more for the things you sell or pay less for the things you buy (as does the *Cap Collector* perk, p.61). There's only so far you can take this: a trader can't really sell something for less than they paid for it, or they'd go broke quickly.

To haggle, make a **CHA + Barter** opposed test; the trader you're dealing with also rolls **CHA + Barter**. If you succeed, the price becomes 10% more favorable to you (if you're selling, you get 10% more, if you're buying, you pay 10% less). If you succeed and spend 2 AP, the price instead becomes 20% more favorable to you. If you fail, then the price stays the way it was. If you fail, and the opponent spends 2 AP, then the price becomes 10% less favorable to you (you get 10% less if selling, or pay 10% more if buying), though you can refuse to finish the trade in that case.

A complication may mean that the trader you're dealing with may regard you, your goods, or your currency as suspicious, and start wondering why you're trading to begin with.

If the final price, after haggling, contains any fractions, round those fractions down to the nearest whole cap.

If you also have the Caps Collector perk, apply that benefit after the result of haggling.

Bulk Buy!

To speed things up in play when buying and selling, total up the value of all the things you're buying or selling to a single trader, and then make a single roll to haggle for the whole thing at once. This is especially helpful if you're selling large quantities of low-value items: a quarter of 10 caps is 2 (after rounding), but sell ten of those items at once, and you'll get 25…

BARTER

If you don't have enough caps, the trader you're dealing with doesn't have enough caps, or you're planning to both buy and sell at the same time, barter can help things along. Through experience, most people in the wastelands know roughly how many caps something is worth. When you're trading, total up the value of all the items you're buying, and the value of all the items you're selling. Then, subtract the smaller value from the larger one.

If the larger value was the cost of items you're buying, then you'll have reduced that cost by the amount you're selling. If the larger value was that of items you're selling, then you've reduced that by the cost of the items you're buying. Either way, both transactions are now one.

Once this is done, you may attempt to haggle the final price.

FINDING EQUIPMENT IN THE WASTELAND

Of course, most of the items you obtain won't be things you've bought. Rather, they'll be things you've found—including things looted from the dead, stolen from the living, or simply uncovered in hidden caches across the wasteland.

Rules for looting and scavenging is on p.195, later in this chapter.

ENCUMBRANCE

Most items in this chapter have a weight, listed in pounds (lbs.). You can carry a total weight of items equal to or less than your carry weight (see p.47), before suffering any penalties.

Some items have a listed weight of <1. This means that they only weigh a fraction of a pound. You can carry as many of those items as you wish without penalty, though the GM may rule that a large quantity (say, ten or more) of such items weighs one or more pounds.

If the total weight of your gear exceeds your carry weight, all tests using your **STR** or **AGI** increase in difficulty by +1, you cannot take the Sprint action, and your Initiative is reduced by 1. If you carry 50 lbs. or more than your carry weight, then the difficulty of those tests increases by a further 1, and it reduces your initiative by another 1. Each additional 50 lbs. over your carry weight increases those penalties by 1.

If you're carrying twice your carry weight, you cannot move, you automatically fail any **STR** or **AGI** based skill tests, and your Initiative is 0.

MODIFYING EQUIPMENT

You can apply modifications—normally referred to as mods—to weapons, armor, some clothing, and to robots. Mods alter the properties of the item modified, but they cannot be used freely.

To modify an item, you need a few things:

- The mod you wish to install, and the item you're installing it on.
- The proper tools and facilities to perform the work (normally referred to as a 'workbench')
- The proper training, which is represented by having the right perks to use that specific mod.

If you've got all those things, then you can get to work. This is a difficulty 1 skill test, using **INT** + whatever skill is listed in the mod's description, and it takes an hour to complete. If you succeed, you can spend 2 AP to halve the time taken, while complications may increase the time by half an hour each.

If you fail, you've not managed to install the mod. Further, roll 1 ; on an Effect, the mod you were trying to install is damaged in the process, and cannot be used.

An item can only accept a finite number of mods.

- Each piece of **armor** can only accept two mods: a material mod (which alters what the armor is made of or coated with), and a utility mod (which adds extra features to the armor).
- **Clothing** can only accept a single mod, and there are very few mods which apply to clothing.
- A **ranged weapon** can accept numerous mods as noted in each weapon's description, but only one mod of each type—no matter how hard you try—you can't benefit from two barrel mods on that rifle.
- A **melee weapon** can have a single upgrade mod.
- A **robot** can have one mod per location, except the torso. A robot can have one armor mod on the torso, and up to three internal mods within the torso.

MODIFIED EQUIPMENT NAMES

Mods often list ways in which they change the name of the item modified. This is most common with weapon mods, where certain mods may change a weapon from a 'gun' or a 'pistol' to a 'rifle' through changing the grip to a stock, or they may make a weapon 'automatic' by increasing the fire rate. Where pre-modified weapons are found in the world, they often go by these changed names; for example, both a

laser pistol and a laser rifle are forms of laser gun; one fitted with a grip, and the other fitted with a stock.

CANCELLING OUT QUALITIES

Some qualities may directly contradict each other once mods are applied to a weapon.

If you install a mod with either the Accurate or Inaccurate quality, and add its opposite quality using a mod, they cancel each other out and the weapon has neither quality.

Qualities can't be added if they already apply; so, if your weapon already had the Accurate quality, and it gains it again from a mod, it doesn't become any more accurate. However, if a weapon is Inaccurate, and you apply two mods that both add the Accurate quality, the weapon becomes Accurate.

The exception to this is the Piercing X mod. Each instance of Piercing X increases the damage effect's rating by +1: the first time it is gained, it is Piercing 1, the second time increases it to Piercing 2, and so forth.

Some mods may alter a weapon's range. If a weapon's range increases by one step, it goes from Close to Medium, Medium to Long, or Long to Extreme; a weapon cannot have a range above Extreme. If a weapon's range reduces by one step, it goes from Extreme to Long, Long to Medium, or Medium to Close; a weapon cannot have a range less than Close.

WEAPONS, AMMUNITION, AND WEAPON MODS

Each weapon you wield is described by several traits and values.

WEAPON TYPE

Each weapon's type corresponds to a single skill, which is the skill used to make attacks with the weapon:

- Big Guns
- Energy Weapons
- Explosives
- Melee Weapons
- Small Guns
- Throwing
- Unarmed

DAMAGE RATING

Damage rating is the number of Combat Dice you roll to determine how much damage you inflict upon your target. Each Combat Die has two special faces, known as **Effects**, which trigger the damage effects of a weapon. Combat die are abbreviated to the symbol throughout this rulebook.

Remember, melee weapons and unarmed attacks add extra to their damage rating based on the wielder's STR (see *Melee Damage*, p.48).

A ranged weapon's damage rating is based on the ammunition it uses; a weapon's damage rating changes if the ammunition type changes.

DAMAGE EFFECTS

Damage effects are traits that affect how a weapon inflicts damage. When you roll one or more Effects in a damage roll, all your weapon's damage effects are triggered. Some damage effects are based on the number of symbols which appear in your result, as described in each entry.

Each weapon lists its damage effects immediately after its damage rating.

- **Burst:** The attack may hit one additional target within Close range of the primary target for each Effect rolled. Each additional target costs 1 additional shot from the weapon.
- **Breaking:** For each Effect rolled, reduce the number of Cover Dice a piece of cover provides by 1, permanently. If the target is not in cover, instead

reduce the damage resistance on the location struck by 1, according to the damage type of the weapon (i.e., physical damage reduces Physical damage resistance, energy damage reduces Energy damage resistance).

- **Persistent:** If one or more Effects are rolled, the target suffers the weapon's damage again at the end of their next and subsequent turns, for a number of rounds equal to the number of Effects rolled. A character may spend a major action to make a test to stop Persistent damage early; the difficulty is equal to the number of Effects rolled, and the attribute + skill used are chosen by the GM. Some Persistent weapons may inflict a different type of damage to the weapon, and where this is the case, it is noted in brackets; for example, Persistent (Poison).
- **Piercing X:** Ignore X points of the target's damage reduction for each Effect rolled, where X is the rating of this damage effect.
- **Radioactive:** For every Effect rolled, the target also suffers 1 point of Radiation damage. This Radiation damage is totaled and applied separately, after a character has suffered the normal damage from the attack.
- **Spread:** For each Effect rolled, your attack inflicts one additional hit on the target. Each additional hit inflicts half the rolled damage (round down) and hits a random location even if a specific location was targeted for the initial attack.
- **Stun:** If one or more Effects are rolled, the target loses their normal actions in their next turn. A stunned character or creature may still spend AP to take additional actions as normal.
- **Vicious:** The attack inflicts +1 damage for each Effect rolled.

DAMAGE TYPE

Damage type describes the type of damage inflicted by a weapon:

- **Physical** damage is most often inflicted by unarmed strikes, blunt or sharp objects, bullets, and the concussive force and shrapnel of explosions.
- **Energy** damage is commonly inflicted by fire, lasers, and plasma.
- **Radiation** damage comes from exposure to radiation, such as from nuclear or irradiated weaponry.
- **Poison** damage comes from toxic substances and animal venoms.

FIRE RATE

All guns, and some explosive weapons, have a fire rate, which represents how quickly the weapon can fire. Fire Rate is a number from 0 to 6.

When you make an attack with a gun, you spend one shot of ammunition simply to make the attack. You may spend additional shots of ammunition to increase the damage you inflict, adding +1 to the weapon's damage rating (for that attack only) for each extra shot you spend. A weapon's Fire Rate is the maximum number of additional shots you may spend to increase damage in this way.

Wait, Fire Rate 0?

There are a few weapons with a Fire Rate of 0. All this means is that the weapon fires so slowly, or requires reloading so frequently, that it isn't possible to spend additional shots to boost the weapon's damage during an attack.

RANGE

Ranged weapons have a listed ideal range. A weapon's ideal range is one of the following:

- **Close (C):** The weapon is most effective against targets within the same zone.
- **Medium (M):** The weapon is most effective against targets in an adjacent zone.
- **Long (L):** The weapon is most effective against targets two zones away.
- **Extreme (X):** The weapon is most effective against targets three or more zones away.

A weapon's range alters the difficulty of attacks against a target, depending on how distant they are to their target, as described on p.28. Melee weapons and unarmed attacks do not have a listed range and can only be used to attack enemies within Reach.

QUALITIES

Qualities are rules which describe how a weapon operates, and how it differs from other weapons.

- **Accurate:** If you take the Aim minor action before attacking with an Accurate weapon, you may spend up to 3 AP to add +1 per AP spent to the attack's damage. If you gain damage in this way, you may not spend ammunition for extra damage. A weapon cannot be both Accurate and Inaccurate.
- **Blast:** When you make an attack with a Blast weapon, you do not target a single opponent. Instead, select a single zone you can see, and make the appropriate skill test to attack, with a basic difficulty of 2 (adjusted for range as normal). If you succeed, every creature (and other damageable target) in that zone suffers the weapon's damage. If you fail, your misplaced attack is less effective: roll only half the weapon's to determine the damage inflicted to creatures in the target zone and ignore the weapon's normal damage effects.
- **Close Quarters:** A Close Quarters weapon is easy to use up-close, and suffers no difficulty increase for being used when within Reach of an enemy.
- **Concealed:** A Concealed weapon is small, or otherwise easy to hide on your person. Enemies do not spot a Concealed weapon unless you're wielding it, or if they make a thorough search and succeed at a **PER + Survival** test with a difficulty of 2.
- **Debilitating:** The difficulty of any skill test to treat injuries inflicted by a Debilitating weapon increase by +1.
- **Gatling:** Ammunition is spent at ten times the normal rate by Gatling weapons: whenever you would spend one shot of ammunition, a Gatling weapon instead spends a burst of 10 shots. Whenever you spend ammunition to increase this weapon's damage, add +2 per ten-shot burst (to a maximum number of bursts equal to the weapon's Fire Rate), rather than +1 per shot.
- **Inaccurate:** When making an attack with an Inaccurate weapon, you gain no benefit from the *Aim* minor action. A weapon may not be both Accurate and Inaccurate.
- **Mine:** When a Mine is placed onto a surface and primed, it becomes a dangerous object, inflicting its damage upon anyone who comes within Reach of it (and upon additional characters, if it has the Blast quality).
- **Night Vision:** The sights of a weapon with Night Vision have been made to allow you to see more clearly in the dark. When you Aim with a Night Vision weapon, you ignore any increase in the difficulty of an attack due to darkness.
- **Parry:** When an enemy attempts a melee attack against you, and you are wielding a Parry weapon, you may spend 1 AP to add +1 to your Defense against that attack.
- **Recon:** When you Aim with a Recon weapon, you may mark the target you aimed at. The next ally to attack that target may re-roll one d20 on their attack.
- **Reliable:** During each combat encounter, a Reliable weapon ignores the first complication you roll on a test to use that weapon. A weapon may not be both Reliable and Unreliable.
- **Suppressed:** If an enemy is not aware of you when you attack with a Suppressed weapon, they do not notice the attack unless they are the target or they pass a **PER + Survival** test with a difficulty of 2.
- **Thrown:** A Thrown (C) weapon can be thrown, as a ranged attack with an ideal range of Close. A Thrown (M) weapon can be thrown, as a ranged attack with an ideal range of Medium. You make an **AGI + Throwing** test to attack with the weapon, depending on the type of weapon.
- **Two-Handed:** A Two-Handed weapon must be held in two hands to be used effectively; attempting to attack with a Two-Handed weapon in one hand increases the difficulty by +2.
- **Unreliable:** When you make an attack with an Unreliable weapon, increase the complication range of the attack by 1. A weapon may not be both Reliable and Unreliable.

WEIGHT

The weight of the weapon, in pounds (lbs.). For the basic entries provided in this chapter, this is before any alterations due to mods.

COST

The cost of the weapon, in caps. For the basic entries provided in this chapter, this is before any alterations due to mods.

RARITY

The rarity of the weapon. Some especially rare or effective mods may increase this.

Reloading!

You'll probably have noticed that there are no rules governing how many shots a weapon contains in a single magazine, nor what kind of action it takes to reload an empty weapon.

That's because ***Fallout: The Roleplaying Game*** assumes that characters reload automatically whenever they need to, as a natural part of fighting, attacking, and maintaining their weapons. The only things you need to worry about is whether or not you've got ammo left for your favorite gun, and how much you're willing to use to put down whatever threat you're aiming at.

AMMUNITION

Each small gun, energy weapon, and big gun uses a specific type of ammunition, listed at the start of their description. Ammunition is measured in shots.

Whenever you make an attack with one of these weapons, you must use up a shot of ammunition for that weapon. If you haven't got any ammunition of that type, you cannot make an attack with that weapon.

In addition, there are ways to spend ammunition to improve attacks. The most common of these are described under Fire Rate (p.89) and the Burst damage effect (p.88). Also, note that the Gatling weapon quality uses ammunition at ten times the rate, to reflect their massive ammo consumption.

Obtaining ammunition is another matter. Ammunition is most easily obtained by buying it from traders, or by scavenging it from slain foes or locating hidden caches around the wasteland. But some types of ammunition are harder to come by than others.

The Ammunition Availability and Rarity lists the types of ammunition used by weapons in this chapter, in order of rarity, as well as the normal quantity found when that type of ammo is available to buy or scavenge. Characters with the Scrounger perk (p.71) naturally find more ammo of any type.

Ammunition Availability and Rarity

AMMUNITION TYPE	QUANTITY FOUND	WEIGHT	COST	RARITY
.38	10+5	<1	1	0
10mm	8+4	<1	2	0
.308	6+3	<1	3	1
Flare	2+1	<1	1	1
Shotgun Shell	6+3	<1	3	1
.45	8+4	<1	3	2
Flamer Fuel	12+6	<1	1	2
Fusion Cell	14+7	<1	3	2
Gamma Round	4+2	<1	10	2
Railway Spike	6+3	<1	1	2
Syringer Ammo	4+2	<1	Varies	2
.44 Magnum	4+2	<1	3	3
.50	4+2	<1	4	3
5.56mm	8+4	<1	2	3
5mm	10x 12+6	<1	1	3
Fusion Core	1	4	200	3
Missile	2+1	7	25	3
Plasma Cartridge	10+5	<1	5	4
2mm EC	6+3	<1	10	5
Mini-Nuke	1+1	12	100	6

.38 ROUNDS

Small-caliber pistol ammunition designed for double-action revolvers before the Great War. Abundant enough that it is the ammunition of choice for most makeshift firearms, and several more powerful weapons can be modified to accept a .38 cartridge, sacrificing stopping power for availability of ammunition.

10MM ROUND

One of the most common types of pistol round found in the wastelands, manufactured in vast quantities before the Great War to accompany the large numbers of 10mm pistols they were producing as sidearms for soldiers, and as personal defense weapons for civilians.

.308 ROUNDS

A high-powered rifle round normally used in hunting rifles and some bolt-action pipe rifles. They're a common enough sight in the wastelands that a weapon using .308 rounds is unlikely to run out of ammunition too often.

SHOTGUN SHELL

The standard shotgun shell found in the wastelands is a 12 gauge 2 3/4" cartridge filled with #0 buckshot. Relatively easy to find, those living in the wastes often keep a shotgun handy for close encounters.

FLARE

A small tube like a shotgun cartridge, containing a chemical which burns brightly when ignited. Fired from a flare gun, which ignites a fuse upon launching: the flare shoots up into the sky, illuminating the area around it and then drifting down on a plume of white smoke. Good for signaling for help, not for much else.

.45 ROUNDS

A decent round which combines reasonable stopping power with manageable recoil and decent accuracy. It's used by a few different weapons found commonly in the wastelands and isn't too scarce.

FLAMER FUEL

A highly flammable chemical mixture designed to be used in a flamer. The quality of flamer fuel varies, but most tend to be a viscous substance that stays burning at a high temperature or a long duration, to make for an effective weapon.

When flamer fuel is found, it is in the form of a canister containing enough fuel for the number of shots generated.

FUSION CELL

A microfusion cell—or fusion cell—is a miniaturized fusion reactor used in light energy weapons. They use volatile hydrogen isotopes which undergo fusion when subjected to extreme heat and pressure, and they can explode if exposed to a significant external heat source. Difficult to refuel without the proper facilities, these cells are often simply disposed of when depleted.

When fusion cell ammunition is found, it is in the form of a single cell containing the number of shots generated.

GAMMA ROUND

A large, plastic-coated battery, capable of containing the charge needed to power a Gamma Gun.

RAILWAY SPIKE

Iron spikes designed for fastening railway tracks in place. Not as easy to find as you might think, given their mundane origins.

SYRINGER AMMO

Syringer ammunition comes in the following forms, often hand-crafted by wasteland chemists. None of the Effects listed here may apply more than once at the same time to a single target.

Types of Syringer Ammo

AMMO NAME	EFFECT	COST
Berserk	If one or more Effects are rolled for the weapon's damage, the target becomes frenzied and berserk, attacking the nearest living creature (friend or foe) for the remainder of the scene.	50
Bleed-Out	The weapon gains the Persistent damage effect.	17
Bloatfly Larva	If one or more Effects are rolled for the weapon's damage, then upon the target's death, a Bloatfly emerges from their remains.	10
Endangerol	If one or more Effects are rolled for the weapon's damage, the target's Physical damage resistance is reduced by 2 for the remainder of the scene.	60
Lock Joint	The weapon gains the Stun damage effect.	40
Mind Cloud	If one or more Effects are rolled for the weapon's damage, the target becomes confused and adds +2 difficulty to all **PER** tests for a number of rounds equal to the number of Effects rolled.	73
Pax	If one or more Effects are rolled for the weapon's damage, the target cannot take hostile or aggressive actions for a number of rounds equal to the number of Effects rolled.	39
Radscorpion Venom	The weapon adds +1 damage and gains the Persistent (Poison) damage effect.	65
Yellow Belly	If one or more Effects are rolled for the weapon's damage, the target must use at least one of their actions each turn to move away from all enemies by the most direct route. This lasts for a number of rounds equal to the number of Effects rolled.	55

.44 MAGNUM

The powerful .44 Magnum round was originally developed for revolvers. Its excellent stopping power makes it well suited for any inhabitant of the wasteland needing a round capable of stopping monsters, human or otherwise. All this is limited mainly by the scarcity of these rounds.

.50 ROUND

Large, high-powered, high-performance rounds used only in the most powerful rifles. These rounds were normally used for heavy machine guns and anti-materiel rifles pre-War, so supplies of them tend to be scarce unless there's a military base nearby. A shot from one of these will make a mess of anything it hits, but you need to make every shot count.

5.56MM

A lightweight, Accurate rifle round normally used in assault rifles. Developed centuries ago for the U.S. Army's standard rifle of the era, 5.56mm rounds remained in production and use right up until the end of the Great War, and if you know where to look they're easy enough to find.

5MM ROUNDS

Small-caliber rifle rounds normally used by the military in miniguns. While supplies of these weapons are rare, they're normally found in large quantities. The problem is that the weapons which use them consume ammunition at a prodigious rate, and a full box of 5mm rounds doesn't last long.

FUSION CORE

Pre-War fusion cores are high-grade, long-term nuclear batteries. A single core can power a small building for a long time or provide a lot of power for something very quickly. Most suits of Power Armor accept a fusion core power source, which lasts for several hours of activity. They can also be used as the ammunition supply for a Gatling laser.

When discovered, a fusion core contains a number of charges equal to 10 plus the user's Science skill (people with more scientific knowledge can utilize the power more efficiently; the Nuclear Physicist perk also adds extra charges, see p.68). How these charges are used or depleted depends on what they're plugged into (see Power Armor, p.123).

When used as the ammunition for a Gatling laser, each charge a fusion core contains translates to 50 shots for a Gatling laser. As a Gatling weapon, the Gatling laser consumes ammunition ten times as quickly as most weapon (see *Gatling*, p.90).

The Scavenger perk cannot increase the number of fusion cores found.

MISSILE

Compact high-explosive rockets designed to be launched from a missile launcher. They are capable of steering to a target under control from a guidance system, if the launcher has one, which means that makeshift rockets won't work in their place.

When found by a character with the Scavenger perk, roll only +1 per Rank, rather than the normal bonus amount.

PLASMA CARTRIDGE

Plasma weapons draw power and fuel from a plasma cartridge, a combination of fusion cell to power the weapon, and a capsule containing a stable version of the chemical which becomes the plasma which the weapon fires.

2MM EC

The 2mm Electromagnetic Cartridge is a self-contained magazine containing high-velocity ferromagnetic projectiles and the battery pack necessary to power the gauss weapon they are fired from.

This ammunition is not found loose, but in magazines containing the number of shots generated (and sufficient battery charge to power the weapon for those shots).

MINI-NUKE

A small, football-sized tactical nuclear warhead designed to be hurled by a launcher to a safe distance. Mini-Nukes are extremely rare and found only in small quantities.

The Scavenger perk cannot increase the number of Mini-Nukes found.

SMALL GUNS

SMALL GUN	WEAPON TYPE	DAMAGE RATING	DAMAGE EFFECTS	DAMAGE TYPE	FIRE RATE	RANGE	QUALITIES	WEIGHT	COST	RARITY
.44 Pistol	Small Guns	6	Vicious	Physical	1	C	Close Quarters	4	99	2
10mm Pistol	Small Guns	4	–	Physical	2	C	Close Quarters, Reliable	4	50	1
Flare Gun	Small Guns	3	–	Physical	0	M	Reliable	2	50	1
Assault Rifle	Small Guns	5	Burst	Physical	2	M	Two-Handed	13	144	2
Combat Rifle	Small Guns	5	–	Physical	2	M	Two-Handed	11	117	2
Gauss Rifle	Small Guns	10	Piercing 1	Physical	1	L	Two-Handed	16	228	4
Hunting Rifle	Small Guns	6	Piercing 1	Physical	0	M	Two-Handed	10	55	2
Submachine Gun	Small Guns	3	Burst	Physical	3	C	Inaccurate, Two-Handed	12	109	1
Combat Shotgun	Small Guns	5	Spread	Physical	2	C	Inaccurate, Two-Handed	11	87	2
Double-Barrel Shotgun	Small Guns	5	Spread, Vicious	Physical	0	C	Inaccurate, Two-Handed	9	39	1
Pipe Bolt-Action	Small Guns	5	Piercing 1	Physical	0	C	Unreliable	3	30	0
Pipe Gun	Small Guns	3	–	Physical	2	C	Close Quarters, Unreliable	2	30	0
Pipe Revolver	Small Guns	4	–	Physical	1	C	Close Quarters, Unreliable	4	25	0
Railway Rifle	Small Guns	10	Breaking	Physical	0	M	Debilitating, Two-Handed, Unreliable	14	290	4
Syringer	Small Guns	3	–	Physical	0	M	Two-Handed	6	132	2

Small Guns Complications

The following are suggestions of possible complications that might occur should you roll a 20 while operating a Small Guns weapon. Complications are resolved after the results of a skill test, so none of the following results can prevent a successful attack.

Wasteful: you fired more than you thought you did. Lose one additional shot of ammunition for that weapon.

Click... you pull the trigger again, but nothing happens. The gun jammed, the shot was a dud, or maybe you just reached the end of your magazine. Regardless, you need to use the Interact minor action on the weapon before you can fire it again.

Wear and Tear: the gun has seen better days, and no longer functions as well as it once did. Reduce the weapon's damage rating by 1 or remove one damage effect it possesses. These can be restored if the weapon is repaired. The GM may decide, if you've already had this happen, that the gun breaks completely.

Ricochet: one of your shots went a little astray, and you hit something you perhaps didn't want to. This might be an ally near the target, or a fuel canister, a control panel for nearby machinery, or a wandering beast.

.44 PISTOL

Ammunition: .44 Magnum

The .44 pistol is a double-action revolver, chambered to use the .44 Magnum cartridge. It's a powerful gun, though not as customizable as other handguns. Due to their simple, rugged design, they're prized by their owners, but not so uncommon as to be truly rare.

A .44 Pistol can accept one each of the following mods:

- **Receiver:** Hardened, Powerful, Advanced
- **Barrel:** Snubnose Barrel, Bull Barrel
- **Grip:** Comfort Grip
- **Sights:** Short Scope, Reflex Sight, Recon Scope

10MM PISTOL

Ammunition: 10mm

Small, dependable, reasonably powerful, and widely available, the 10mm pistol has been a staple of wasteland combat since the bombs first fell. Its versatility and potential for customization mean that a well-looked-after 10mm pistol will keep its owner safe for a long time.

A 10mm Pistol can accept one each of the following mods:

- **Receiver:** Calibrated, Hardened, Automatic, Hair Trigger, Powerful, Advanced
- **Barrel:** Long Barrel, Ported Barrel
- **Grip:** Comfort Grip, Sharpshooter's Grip
- **Magazine:** Large Magazine, Quick-Eject Magazine, Large Quick-Eject Magazine
- **Sights:** Reflex Sight, Recon Scope
- **Muzzle:** Compensator, Suppressor

FLARE GUN

Ammunition: Flare

A Flare gun is a break-action single-shot device not really designed to inflict damage. Rather, it shoots signal flares which are used by many factions to signal for assistance by firing them high into the air.

ASSAULT RIFLE

Ammunition: 5.56mm Rifle

This gas-operated rifle is a common sight across the wasteland, and well-liked because of the low recoil and reasonable accuracy, and the ease of modifications. Most versions found are only capable of semi-automatic fire, but the weapon is easily modified for automatic fire.

An Assault Rifle can accept one each of the following mods:

- **Receiver:** Calibrated, Hardened, Automatic, Hair Trigger, Powerful, Advanced
- **Barrel:** Long Barrel, Ported Barrel, Vented Barrel
- **Stock:** Full Stock, Marksman's Stock, Recoil-Compensating Stock
- **Magazine:** Large Magazine, Quick-Eject Magazine, Large Quick-Eject Magazine
- **Sights:** Reflex Sight, Short Scope, Long Scope, Short Night Vision Scope, Long Night Vision Scope, Recon Scope
- **Muzzle:** Compensator, Suppressor

COMBAT RIFLE

Ammunition: .45

A pre-War weapon found across the wastelands and used in large numbers by various aggressive factions. Combat Rifles are a rugged and adaptable design, able to be modified to fill a variety of different battlefield roles.

A Combat Rifle can accept one each of the following mods:

- **Receiver:** Calibrated, Hardened, Automatic, Hair Trigger, Powerful, Advanced, .38 Receiver, .308 Receiver.
- **Barrel:** Long Barrel, Ported Barrel, Vented Barrel
- **Stock:** Full Stock, Marksman's Stock, Recoil-Compensating Stock
- **Magazine:** Large Magazine, Quick-Eject Magazine, Large Quick-Eject Magazine
- **Sights:** Reflex Sight, Short Scope, Long Scope, Short Night Vision Scope, Long Night Vision Scope, Recon Scope
- **Muzzle:** Bayonet, Compensator, Suppressor

GAUSS RIFLE

Ammunition: 2mm EC

The gauss rifle uses magnetic induction to propel a projectile at incredible, devastating speeds. Each shot can be "charged" for maximum damage by holding the trigger for a moment before releasing to fire.

A Gauss Rifle can accept one each of the following mods:

- **Barrel:** Shielded Barrel
- **Stock:** Recoil-Compensating Stock
- **Capacitors:** Full Capacitors, Capacitor Boosting Coil
- **Sights:** Reflex Sight, Short Scope, Long Scope, Short Night Vision Scope, Long Night Vision Scope, Recon Scope
- **Muzzle:** Suppressor

HUNTING RIFLE

Ammunition: .308

A bolt-action rifle commonly found in the hands of super mutants and raiders. The simple design made them common amongst hunters and survivalists before the Great War, and they're endlessly customizable. It seems fanciful to suggest that the simple short-barreled slug-thrower carried by a super mutant could be turned into a precision sniper's rifle, yet that describes the hunting rifle perfectly.

A Hunting Rifle can accept one each of the following mods:

- **Receiver:** Tuned, Calibrated, Hardened, Powerful, .38 Receiver, .50 Receiver
- **Barrel:** Long Barrel, Ported Barrel, Vented Barrel
- **Stock:** Full Stock, Marksman's Stock
- **Magazine:** Large Magazine, Quick-Eject Magazine, Large Quick-Eject Magazine
- **Sights:** Reflex Sight, Short Scope, Long Scope, Short Night Vision Scope, Long Night Vision Scope, Recon Scope
- **Muzzle:** Bayonet, Suppressor

SUBMACHINE GUN

Ammunition: .45

These submachine guns were an old design, even before the War, and while they're hideously inaccurate, their rate-of-fire means you don't need to be accurate.

A Submachine Gun can accept one each of the following mods:

- **Receiver:** Armor Piercing, Hardened, Rapid, Powerful
- **Barrel:** Short
- **Stock:** Full Stock, Recoil-Compensating Stock
- **Magazine:** Large Magazine, Quick-Eject Magazine, Large Quick-Eject Magazine
- **Sights:** Reflex Sight
- **Muzzle:** Compensator, Muzzle Brake, Suppressor

COMBAT SHOTGUN

Ammunition: Shotgun Shells

Combat shotguns are shotguns intended for an offensive role, typically by a military force; they're ideal for close-range fighting in tunnels, within buildings, or through the ruined streets of old cities.

A Combat Shotgun can accept one each of the following mods:

- **Receiver:** Calibrated, Hardened, Automatic, Hair Trigger, Powerful, Advanced
- **Barrel:** Long Barrel, Ported Barrel
- **Stock:** Full Stock, Marksman's Stock, Recoil-Compensating Stock
- **Magazine:** Large Magazine, Quick-Eject Magazine, Large Quick-Eject Magazine
- **Sights:** Reflex Sight, Short Scope, Long Scope, Short Night Vision Scope, Long Night Vision Scope, Recon Scope
- **Muzzle:** Bayonet, Compensator, Muzzle Brake, Suppressor

DOUBLE-BARREL SHOTGUN

Ammunition: Shotgun Shells

Before the Great War, double-barrel shotguns were mainly used for hunting and home defense, and this has changed little. They are break-action and come in an either a side-by-side or over-and-under barrel configuration. Simple to make and maintain, these shotguns are seen frequently in the Commonwealth and the rest of the wasteland.

A Double-Barrel Shotgun can accept one each of the following mods:

- **Receiver:** Hardened, Hair Trigger, Powerful, Advanced
- **Barrel:** Long Barrel, Sawed-off Barrel
- **Stock:** Full Stock
- **Sights:** Reflex Sight
- **Muzzle:** Muzzle Brake

PIPE BOLT-ACTION

Ammunition: .308

A makeshift weapon, normally seen in the hands of those who can't make, buy, or scavenge anything better, pipe guns are crude and somewhat unreliable, but effective enough. Bolt-action pipe guns tend to be chambered for rifle caliber rounds, trading rate-of-fire for power and simplicity.

A Pipe Bolt-Action can accept one each of the following mods. You may not take both a Grip and a Stock Mod. Any Stock mods add the word "Rifle" to the end of the weapon's name.

- **Receiver:** Calibrated, Hardened, Powerful, .38 Receiver, .50 Receiver
- **Barrel:** Stub Barrel, Long Barrel, Ported Barrel, Finned Barrel
- **Grip:** Sharpshooter's Grip
- **Stock:** Standard Stock, Marksman's Stock, Recoil-Compensating Stock
- **Sights:** Reflex Sight, Short Scope, Long Scope, Short Night Vision Scope, Long Night Vision Scope, Recon Scope
- **Muzzle:** Bayonet, Compensator, Muzzle Brake, Suppressor

PIPE GUN

Ammunition: .38

A crude, homemade weapon, normally seen in the hands of those who can't make, buy, or scavenge anything better, pipe guns are crude and somewhat unreliable, but effective enough. The most common form of pipe gun is a simple little semi-auto handgun, chambered for the common .38 round, but

enterprising (or desperate) souls have been known to modify these guns for automatic fire or precision sniping.

A Pipe Gun can accept one each of the following mods. Any Stock mods replace "Gun" with "Rifle" in the weapon's name.

- **Receiver:** Calibrated, Hardened, Automatic, Hair Trigger, Powerful, .45 Receiver
- **Barrel:** Long Barrel, Ported Barrel, Finned Barrel
- **Grip:** Sharpshooter's Grip
- **Stock:** Standard Stock, Marksman's Stock, Recoil-Compensating Stock
- **Magazine:** Large Magazine, Quick-Eject Magazine, Large Quick-Eject Magazine
- **Sights:** Reflex Sight, Short Scope, Long Scope, Short Night Vision Scope, Long Night Vision Scope, Recon Scope
- **Muzzle:** Bayonet, Compensator, Muzzle Brake, Suppressor

PIPE REVOLVER

Ammunition: .45

Like the other forms of pipe gun, the pipe revolver is a makeshift or homemade gun, in this case modelled after a revolver. It strikes a balance between the stopping power of the pipe bolt–action, and the fire rate of the pipe gun, and its improvised nature makes it similarly suited for modification.

A Pipe Revolver can accept one each of the following mods. Any Stock mods add "Rifle" to the end of the weapon's name.

- **Receiver:** Calibrated, Hardened, Powerful, .38 Receiver, .308 Receiver
- **Barrel:** Long Barrel, Ported Barrel, Finned Barrel
- **Grip:** Sharpshooter's Grip
- **Stock:** Standard Stock, Marksman's Stock, Recoil-Compensating Stock
- **Sights:** Reflex Sight, Short Scope, Long Scope, Short Night Vision Scope, Long Night Vision Scope, Recon Scope
- **Muzzle:** Bayonet, Compensator, Muzzle Brake, Suppressor

RAILWAY RIFLE

Ammunition: Railway Spike

A makeshift weapon created by enterprising engineers in the wastelands, the railway rifle uses high-pressure steam to propel railway spikes at speeds sufficient to pierce and impale a wide range of targets.

A Railway Rifle can accept one each of the following mods:

- **Receiver:** Automatic Piston
- **Barrel:** Long Barrel
- **Stock:** Recoil-Compensating Stock
- **Sights:** Reflex Sight, Short Scope, Long Scope, Short Night Vision Scope, Long Night Vision Scope, Recon Scope
- **Muzzle:** Bayonet

SYRINGER

Ammunition: Syringer ammo

A makeshift weapon using air pressure to propel customized syringes at a target. This inflicts little damage by itself, but the syringes can inflict a wide range of debilitating effects.

A Syringer can accept one each of the following mods:

- **Barrel:** Stub Barrel, Long Barrel
- **Stock:** Marksman's, Recoil-Compensating
- **Sights:** Reflex Sight, Short Scope, Long Scope, Short Night Vision Scope, Long Night Vision Scope, Recon Scope

SMALL GUNS MODS

The following mods are available to the Small Guns, above. All Small Guns mods are **installed with the Repair skill**, but you may only install a mod if you possess the listed perks (if any).

Small Gun Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
RECEIVER MODS					
Hardened	Hardened	+1 damage	–	+20	–
Powerful	Powerful	+2 damage	+1	+25	Gun Nut 1
Advanced	Advanced	+3 damage, +1 Fire Rate	+2	+35	Gun Nut 2
Calibrated	Calibrated	Gain Vicious	–	+25	–
Automatic	Auto	-1 damage, +2 Fire Rate, Gain Burst, Gain Inaccurate	+1	+30	Gun Nut 1
Hair Trigger	Hair Trigger	+1 Fire Rate	–	+20	Gun Nut 2
.38 Receiver	.38	Change damage to 4, Ammo changes to .38	+3	+20	Gun Nut 4
.308 Receiver	.308	Change damage to 7, Ammo changes to .308	+4	+40	Gun Nut 4
.45 Receiver	.45	Change damage to 4, +1 Fire Rate, Ammo changes to .45	+2	+19	Gun Nut 2
.50 Receiver	.50	Change damage to 8, Gain Vicious, Ammo changes to .50	+4	+30	Gun Nut 4
Automatic Piston	Automatic	+2 Fire Rate, Reduce Range by 1 step	+2	+75	Gun Nut 2
BARREL MODS					
Snubnose	Snub-noses	Gain Inaccurate	-1	–	–
Bull Barrel	Bull Barrel	Gain Reliable	–	+10	Gun Nut 3
Long	Long	Increase Range by 1 step	+1	+20	Gun Nut 1
Ported	Ported	Increase Range by 1 step, +1 Fire Rate	+1	+35	Gun Nut 4
Vented	Vented	Increase Range by 1 step, +1 Fire Rate, Gain Reliable	+1	+36	Gun Nut 4
Sawed-Off	Sawed Off	Remove Two-Handed, Gain Close Quarters	-2	+3	–
Finned	Finned	+1 damage, Increase Range by 1 step	+2	+15	Gun Nut 2
GRIP MODS					
Comfort Grip	Comfort	Remove Inaccurate	–	+6	–
Sharpshooter's Grip	Sharpshooter's	Remove Inaccurate, Add Piercing 1	–	+10	Gun Nut 1
STOCK MODS					
Full Stock	–	Gain Two-Handed, Remove Inaccurate	+1	+10	–
Marksman's Stock	Marksman's	Gain Two-Handed, Remove Inaccurate, Gain Accurate	+2	+20	Gun Nut 2

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Recoil Compensating Stock	Recoil Compensated	Gain Two-Handed, Remove Inaccurate, +1 Fire Rate	+2	+3	Gun Nut 3
SIGHT MODS					
Reflex Sight	Tactical	May re-roll hit location die	–	+14	–
Short Scope	Scoped	Gain Accurate	+1	+11	–
Long Scope	Scoped	Gain Accurate, Increase Range by 1 step	+1	+29	Science! 2
Short Night Vision Scope	Night Vision	Gain Accurate, Gain Night Vision	+1	+38	Science! 2
Long Night Vision Scope	Night Vision	Gain Accurate, Gain Night Vision, Increase Range by 1 step	+1	+50	Science! 3
Recon Scope	Recon	Gain Accurate, Gain Recon	+1	+59	Science! 3
MUZZLE MODS					
Bayonet	Bayoneted	Melee weapon, deals 4 Piercing 1 Physical damage	+2	+10	–
Compensator	Compensated	Remove Inaccurate	+1	+15	Gun Nut 1
Muzzle Break	Muzzled	Remove Inaccurate, +1 Fire Rate	+1	+30	Gun Nut 1
Suppressor	Suppressed	Gain Suppressed	+2	+45	Gun Nut 2

ENERGY WEAPONS

ENERGY WEAPON	WEAPON TYPE	DAMAGE RATING	DAMAGE EFFECTS	DAMAGE TYPE	FIRE RATE	RANGE	QUALITIES	WEIGHT	COST	RARITY
Institute Laser	Energy Weapon	3	Burst	Energy	3	C	Close Quarters, Inaccurate	4	50	2
Laser Musket	Energy Weapon	5	Piercing 1	Energy	0	M	Two-Handed	13	57	1
Laser Gun	Energy Weapon	4	Piercing 1	Energy	2	C	Close Quarters	4	69	2
Plasma Gun	Energy Weapon	6	–	Physical/ Energy	1	C	Close Quarters	4	123	3
Gamma Gun	Energy Weapon	3	Piercing 1, Stun	Radiation	1	M	Blast, Inaccurate	3	156	5

Energy Weapons Complications

The following are suggestions of possible complications that might occur should you roll a 20 while operating an Energy weapon. Complications are resolved after the results of a skill test, so none of these results can prevent a successful attack.

- **Wasteful:** You fired more than you thought you did. Lose one additional shot of ammunition for that weapon.
- **Overheated!** The weapon's components heat up from the strain of firing, and you suffer 2 Energy damage to whatever arm is holding the weapon. You also can't fire the weapon in your next turn, as it needs to cool down.
- **Wear and Tear:** The gun has seen better days, and no longer functions as well as it once did. Reduce the weapon's damage rating by 1 or remove one damage effect it possesses. These can be restored if the weapon is repaired. The GM may decide, if you've already had this happen, that the gun breaks completely.

INSTITUTE LASER

Ammunition: Fusion Cells

Developed by The Institute after the Great War, Institute lasers differ in design and function from the pre-War lasers used by other factions such as the Brotherhood of Steel. Eschewing raw power for a rapid succession of beams, these lasers can lay down a searing volley of suppressive fire.

The default profile is for an Institute laser pistol. An Institute laser can accept one each of the following mods. Any Stock mods change the weapon to an Institute laser rifle.

- **Capacitor:** Photon Exciter, Beta Wave Tuner, Boosted Capacitor, Photon Agitator
- **Barrel:** Long Barrel, Automatic Barrel, Improved Barrel
- **Stock:** Standard Stock
- **Sights:** Reflex Sight, Short Scope, Long Scope, Short Night Vision Scope, Long Night Vision Scope, Recon Scope
- **Muzzle:** Beam Splitter, Beam Focuser, Gyro-Compensating Lens

LASER MUSKET

Ammunition: Fusion Cells

The laser musket is a homemade form of laser rifle, blending advanced technology with strangely primitive mechanisms, popular with militia groups such as the Minutemen. The laser musket must be manually primed, charging the makeshift capacitor through turning a hand-crank on the weapon's rear. While seemingly crude, they can make for potent sniper's weapons, especially with a modified capacitor able to hold a larger charge.

Special: Firing a laser musket consumes two shots of ammunition each time it is fired. Each capacitor mod for the laser musket increases both damage and number of shots consumed. You may reduce the number of shots consumed, reducing the damage by -1 for each shot consumed fewer than normal (to a minimum of 4 damage and 1 shot consumed).

A laser musket can accept one each of the following mods:

- **Capacitor:** Three-Crank Capacitor, Four-Crank Capacitor, Five-Crank Capacitor, Six-Crank Capacitor
- **Barrel:** Long Barrel, Bracketed Barrel, Bracketed Long Barrel
- **Stock:** Full Stock
- **Sights:** Reflex Sight, Short Scope, Long Scope, Short Night Vision Scope, Long Night Vision Scope, Recon Scope
- **Muzzle:** Beam Splitter, Beam Focuser, Gyro-Compensating Lens

The Capacitor mods for the laser musket are unique to laser muskets and **installed with the Science skill**. They are presented here, rather than later in this chapter.

Unique Laser Musket Capacitor Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Three-crank capacitor	Three-crank	+1 , consumes 3 shots per attack	–	+4	–
Four-crank capacitor	Four-crank	+2 , consumes 4 shots per attack	+1	+8	Science! 1
Five-crank capacitor	Five-crank	+3 , consumes 5 shots per attack	+1	+12	Science! 2
Six-crank capacitor	Six-crank	+4 , consumes 6 shots per attack	+2	+16	Science! 3

LASER GUN

Ammunition: Fusion Cell

Laser guns are high-tech weapons which emit a concentrated beam of coherent, directional light, intense enough to inflict serious damage. They were a relatively new development in the years before the Great War, and thus are not an especially common sight in the wasteland, outside of those groups who've secured old military weapons caches. Most surviving models of laser gun—such as the dependable AER9, widely used by the U. S. Army—use an internal capacitor charged by a microfusion power cell.

The default profile is for a laser pistol. A laser gun can accept one each of the following mods. Any Stock mods change the weapon to a laser rifle.

- **Capacitor:** Photon Exciter, Beta Wave Tuner, Boosted Capacitor, Photon Agitator
- **Barrel:** Long Barrel, Automatic Barrel, Sniper Barrel, Improved Barrel
- **Grip:** Sharpshooter's Grip
- **Stock:** Standard Stock, Marksman's Stock, Recoil Compensating Stock
- **Sights:** Reflex Sight, Short Scope, Long Scope, Short Night Vision Scope, Long Night Vision Scope, Recon Scope
- **Muzzle:** Beam Splitter, Beam Focuser, Gyro-Compensating Lens

PLASMA GUN

Ammunition: Plasma cartridge

Plasma guns, or plasma casters, are high-tech weapons firing superheated ionized gas, or plasma. Powered by a plasma cartridge, these weapons are rare and potent, delivering damage through the high-speed impact of the plasma bolt and then thermal transfer as the heat from the plasma bolt is transferred into the target at the moment of impact.

Special: Plasma guns inflict both Physical and Energy damage. Roll damage as normal, and then reduce the total by whichever of the target's damage resistances is lower out of Physical or Energy. Any Persistent damage effects (applied by weapon mods) inflict Energy damage.

The default profile is for a plasma pistol. A plasma gun can accept one each of the following mods. Any Stock mods change the weapon to a plasma rifle.

- **Capacitor:** Photon Exciter, Beta Wave Tuner, Boosted Capacitor, Photon Agitator
- **Barrel:** Splitter, Automatic Barrel, Sniper Barrel, Flamer Barrel, Improved Barrel
- **Stock:** Standard Stock, Marksman's Stock, Recoil Compensating Stock
- **Sights:** Reflex Sight, Short Scope, Long Scope, Short Night Vision Scope, Long Night Vision Scope, Recon Scope

GAMMA GUN

Ammunition: Gamma Rounds

A crude-looking weapon, the gamma gun emits directed blasts of high-intensity ionizing radiation which can be devastating to any creature not immune nor massively resistant to radiation, while leaving other targets largely unharmed.

A gamma gun can accept one each of the following mods, which are unique to the gamma gun and **installed with the Science skill**:

Unique Gamma Gun Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
DISH MODS					
Deep Dish	Long	+1 SPECIAL, Increase Range by 1 step	+2	+72	Science! 4
MUZZLE MODS					
Electric Signal Carrier Antennae	Electrified	Change damage to 7 SPECIAL, Change damage type to Energy, Gain Radioactive	–	+30	Science! 3
Signal Repeater	Automatic	+2 Fire Rate, Gain Burst, Remove Blast	–	+60	Science! 4

ENERGY WEAPONS MODS

The following mods are available to Energy Weapons, above. All Energy Weapons mods are **installed with the Science skill**, but you may only install a mod if you possess the listed perks (if any).

Energy Weapons Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
CAPACITOR MODS					
Beta Wave Tuner	Incendiary	Gain Persistent	–	+30	–
Boosted Capacitor	Boosted	+1 SPECIAL, -1 Fire Rate	–	+35	–
Photon Exciter	Excited	Gain Vicious	–	+30	Science! 1
Photon Agitator	Agitated	+1 SPECIAL, Gain Vicious	+1	+35	Science! 2
BARREL MODS					
Bracketed Short Barrel	–	Allows the weapon to take a Muzzle mod	—	+6	–
Long Barrel	Long	Remove Close-Quarters, Increase Range by 1 step	+2	+20	–
Splitter	Scattergun	-1 SPECIAL, Gain Spread, Gain Inaccurate	+1	+31	–

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Automatic Barrel	Automatic	-1 SPECIAL, Remove Close-Quarters, Increase Range by 1 step, +1 Fire Rate	+1	+24	Science! 1
Bracketed Long Barrel	–	Remove Close Quarters, Increase Range by 1 step, Allows the weapon to take a Muzzle mod	+2	+25	Science! 1
Improved Barrel	Improved	+1 SPECIAL	+1	+26	Science! 1
Sniper Barrel	Sniper	+2 SPECIAL, Remove Close Quarters, increase Range by 1 step, -1 Fire Rate	+2	+30	Science! 1
Flamer Barrel	Thrower	-2 SPECIAL, +2 Fire Rate, Gain Burst, Gain Spread, Reduce range by 1 step, Gain Inaccurate	+1	+35	Science! 2
GRIP MODS					
Sharpshooter's Grip	Sharpshooter's	Remove Inaccurate, Add Piercing 1	–	+10	Gun Nut 1
STOCK MODS					
Standard Stock	–	Gain Two-Handed, Remove Inaccurate, Remove Close Quarters	+1	+10	–
Full Stock	–	Gain Piercing 1, Remove Close Quarters	+1	+15	–
Marksman's Stock	Marksman's	Gain Two-Handed, Remove Inaccurate, Gain Accurate, Remove Close Quarters	+2	+20	Gun Nut 2
Recoil Compensating Stock	Recoil Compensated	Gain Two-Handed, Remove Inaccurate, +1 Fire Rate, Remove Close Quarters	+2	+3	Gun Nut 3
Long Night Vision Scope	Night Vision	Gain Accurate, Gain Night Vision, Increase Range by 1 step	+1	+50	Science! 3
Recon Scope	Recon	Gain Accurate, Gain Recon	+1	+59	Science! 3
SIGHT MODS					
Reflex Sight	Tactical	May re-roll hit location die	–	+14	–
Short Scope	Scoped	Gain Accurate	+1	+11	–
Long Scope	Scoped	Gain Accurate, Increase Range by 1 step	+1	+29	Science! 2
Short Night Vision Scope	Night Vision	Gain Accurate, Gain Night Vision	+1	+38	Science! 2
Long Night Vision Scope	Night Vision	Gain Accurate, Gain Night Vision, Increase Range by 1 step	+1	+50	Science! 3
Recon Scope	Recon	Gain Accurate, Gain Recon	+1	+59	Science! 3
MUZZLE MODS					
Beam Splitter	Scattered	-1 SPECIAL, Gain Spread, -1 Fire Rate, Gain Inaccurate, Reduce Range by 1 step	+1	+15	Science! 1
Beam Focuser	Focused	Increase Range by 1 Step	+1	+20	Science! 1
Gyro Compensating Lens	Targeting	+1 Fire Rate, Remove Inaccurate	+1	+25	Science! 1

BIG GUNS

BIG GUN	WEAPON TYPE	DAMAGE RATING	DAMAGE EFFECTS	DAMAGE TYPE	FIRE RATE	RANGE	QUALITIES	WEIGHT	COST	RARITY
Fat Man	Big Guns	21	Breaking, Radioactive, Vicious	Physical	0	M	Blast, Inaccurate, Two-Handed	31	512	4
Flamer	Big Guns	3	Burst, Persistent, Spread	Energy	4	C	Debilitating, Inaccurate, Two-Handed	16	137	3
Gatling Laser	Big Guns	3	Burst, Piercing 1	Energy	6	M	Gatling, Inaccurate, Two-Handed	19	804	3
Heavy Incinerator	Big Guns	5	Burst, Persistent, Spread	Energy	3	M	Debilitating, Two-Handed	20	350	4
Junk Jet	Big Guns	6	–	Physical	1	M	Two-Handed	30	285	3
Minigun	Big Guns	3	Burst, Spread	Physical	5	M	Gatling, Inaccurate, Two-Handed	27	382	2
Missile Launcher	Big Guns	11	–	Physical	0	L	Blast, Two-Handed	21	314	4

Big Guns Complications

The following are suggestions of possible complications that might occur should you roll a 20 while operating a Big Guns weapon. Complications are resolved after the results of a skill test, so none of these below can prevent a successful attack.

- **Wasteful:** You fired more than you thought you did. Lose one additional shot of ammunition for that weapon.
- **Click…** You pull the trigger again, but nothing happens. The gun jammed, the shot was a dud, or maybe you just reached the end of your magazine. Regardless, you need to use the Interact minor action on the weapon before you can fire it again.
- **Wear and Tear:** The gun has seen better days, and no longer functions as well as it once did. Reduce the weapon's damage rating by 1 or remove one damage effect it possesses. These can be restored if the weapon is repaired. The GM may decide, if you've already had this happen, that the gun breaks completely.
- **Massive Recoil:** The weight and fearsome recoil of the weapon is a little too much for you to handle. You cannot take the move or sprint actions in your next turn as you maintain your balance.

Big Guns Mods

Unlike with the Small Guns and Energy Weapons categories, the weapons in this section which can accept modifications only accept a small number of mods which are distinct for each weapon. Each mod listed also notes which skill is required to install the mod, and if any perks are needed to do so.

FAT MAN

Ammunition: Mini-Nuke

The M42 Nuclear Catapult is a shoulder-fired infantry support weapon which launches compact tactical nuclear warheads—mini-nukes, each about the size of a football—over a moderate distance to inflict massive destruction upon the target location.

FLAMER

Ammunition: Flamer Fuel

A flamethrower, or flamer, is a weapon which sprays an ignited fuel mixture over an area, essentially creating a jet of flame that can burn or ignite targets at a distance. Ideal for clearing dead foliage, irritating vermin, and fortified bunkers!

A flamer can accept one each of the following mods, which are unique to Flamers and **installed with the Repair skill**:

Unique Flamer Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
FUEL MOD					
Napalm	Napalmer	+1	+7	+59	–
BARREL MOD					
Long Barrel	Long	Remove Inaccurate	2	+28	–
PROPELLANT TANK MODS					
Large Tank	High Capacity	+1 Fire Rate	+3	28	–
Huge Tank	Max. Capacity	+2 Fire Rate	+6	34	–
NOZZLE MODS					
Compression Nozzle	Compressed	+1	–	+22	–
Vaporization Nozzle	Vaporizing	+1 , Vicious	–	+47	–

GATLING LASER

Ammunition: Fusion Cells, or Fusion Core

A high rate-of-fire laser weapon, the Gatling laser uses several rotating barrels fired in quick succession to produce a devastating fusillade of laser pulses. While the individual laser pulses lack in stopping power, the sheer mass of them can wear down almost any target. Gatling lasers can operate from any sufficient power source, and while fusion cells can be used to power them, the rate-of-fire means that they are often quickly expended. Most users instead rely on a larger power source, such as a fusion core.

A Gatling laser can accept one each of the following mods which are **installed with the Science skill**. These resemble some common Energy Weapon mods, but somewhat larger and slightly different in effect due to the Gatling laser's size.

Unique Gatling Laser Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
CAPACITOR MODS					
Photon Exciter	Excited	Gain Vicious	+1	+19	Science! 3
Beta Wave Tuner	Incendiary	Gain Persistent	+1	+57	–
Boosted Capacitor	Boosted	+1	+1	+94	–
Photon Agitator	Agitated	+1, Gain Vicious	+3	+132	Science! 3
BARREL MOD					
Charging barrels	Charging	+4, -3 Fire Rate, Increase Range by 1 step	+10	+357	Science! 4
SIGHT MOD					
Reflex Sight	Tactical	Remove Inaccurate	+1	+169	Science! 4
NOZZLE MOD					
Beam Focuser	Focused	Gain Piercing 1, Increase Range by 1 step	–	+22	–

HEAVY INCINERATOR

Ammunition: Flamer Fuel

Like a flamethrower, a heavy incinerator also propels ignited fuel mixtures to burn a target. However, the heavy incinerator differs in that it appears to lob a succession of fireballs at the target, lobbing them in an arc like a grenade launcher. These fireballs burst upon impact, spreading flames as the fuel splashes off the target.

JUNK JET

Ammunition: Anything

The Junk Jet is a makeshift heavy weapon which fires anything. Any items loaded into the weapon's hopper are hurled with deadly force from the business end of the gun. Naturally, this makes it quite useful in situations where random junk is abundant but actual ammunition is scarce.

Special: When you fire the Junk Jet, choose any item you are currently carrying; that item is fired by the gun. Choose one additional item for each additional shot of ammunition spent by the attack. Items must be small enough to be held in one hand and loaded

into the hopper. At the end of the scene, you may roll 1 for each item fired from the Junk Jet; on an Effect, that item survived the attack and can be reclaimed.

A Junk Jet can accept one each of the following mods, which are distinct to the Junk Jet and **installed with the Repair skill**:

Unique Junk Jet Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
BARREL MOD					
Long Barrel	Long	Increase Range by 1 step	+2	+20	Gun Nut 1
STOCK MOD					
Recoil Compensating Stock	Recoil Compensated	+1 Fire Rate	+2	+40	–
SIGHT MODS					
Gunner Sight	Tactical	May re-roll hit location die	+1	+5	–
MUZZLE MODS					
Electrification Module	Electrified	Gain Vicious, Change damage type to Energy	+1	+70	Gun Nut 2, Science! 1
Ignition Module	Flaming	Gain Persistent (Energy)	+1	+130	Gun Nut 3, Science! 1

MINIGUN

Ammunition: 5mm

The minigun is a motorized Gatling-style rapid fire weapon commonly employed by the military, or other lesser factions that managed to acquire such a weapon. Miniguns can be found as mounted door guns on Vertibirds or as a handheld heavy assault and support weapon. The high rate-of-fire of the weapon means that it can produce devastating results, but at a cost of consuming ammo at incredible rates, making it difficult to keep the weapon supplied.

A Minigun can accept one each of the following mods, which are unique to the minigun and **installed with the Repair skill**:

Unique Minigun Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
BARREL MODS					
Accelerated Barrel	High-Speed	+1 , +1 Fire Rate, Reduce Range by 1 step	+5	+45	Gun Nut 3
Tri-Barrel	High-Powered	+2 , -2 Fire Rate	+3	+75	Gun Nut 4
SIGHTS MOD					
Gunner Sight	Tactical	Remove Inaccurate	+1	+68	–
MUZZLE MOD					
Shredder	Bayoneted Shredding	Melee weapon, Deals of Physical damage equal to Fire Rate	+5	+5	Gun Nut 2

MISSILE LAUNCHER

Ammunition: Missile

A refined, highly adaptable multipurpose missile weapon introduced into the American arsenal, the modular launcher is smaller and more maneuverable than the earlier model. It consists of the two-part launch tube, firing mechanism, mounting brackets, open battle sights and a mount for a guidance system. It is a breech-loading weapon, reloaded by lifting the front section of the launch tube and sliding the 72mm fin-stabilized missile inside. The rear part of the tube is designed to safely disperse launch gasses, allowing it to be launched from confined spaces. Other forms and designs of Missile Launcher exist across the wastelands, but this form is common enough that most consider it the standard.

A Missile Launcher can accept one each of the following mods, which are unique to the Missile Launcher and **installed with the Repair skill**:

Unique Missile Launcher Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
BARREL MODS					
Triple Barrel	Triple Barrel	+1 Fire Rate	+16	+143	Gun Nut 2
Quad Barrel	Quad Barrel	+2 Fire Rate	+20	+218	Gun Nut 3
SIGHTS MOD					
Scope	Scoped	Gain Accurate	+6	+143	Gun Nut 2
Night Vision Scope	Night-vision	Gain Accurate, Gain Night Vision	+6	+248	Gun Nut 4, Science! 1
Targeting Computer	Targeting	When you Aim at a target, the target does not benefit from being in cover, and the bonus for aiming applies to the next attack on any subsequent turn during the scene	+7	+293	Gun Nut 2, Science! 2
MUZZLE MOD					
Bayonet	Bayoneted Shredding	Melee weapon, deals 4 Piercing 1 physical damage	+1	+30	–
Stabilizer	Muzzled	Gain Piercing 1	+2	+60	Gun Nut 2

MELEE WEAPONS

MELEE WEAPON	WEAPON TYPE	DAMAGE RATING	DAMAGE EFFECTS	DAMAGE TYPE	QUALITIES	WEIGHT	COST	RARITY
Unarmed Strike	Unarmed	2	–	Physical	–	–	–	–
Handy Rock	Unarmed	2	Vicious	Physical	Thrown (C)	1	–	–
Gun Bash (1H)	Melee Weapon	2	Stun	Physical	––––– As Gun –––––			
Gun Bash	Melee Weapon	3	Stun	Physical	–– As Two-Handed Gun ––			
Sword	Melee Weapon	4	Piercing 1	Physical	Parry	3	50	2
Combat Knife	Melee Weapon	3	Piercing 1	Physical	–	1	25	1
Machete	Melee Weapon	3	Piercing 1	Physical	–	2	25	1
Ripper	Melee Weapon	4	Vicious	Physical	–	6	50	2
Shishkebab	Melee Weapon	5	Piercing 1	Energy	Parry	3	200	3
Switchblade	Melee Weapon	2	Piercing 1	Physical	Concealed	1	20	0
Baseball Bat	Melee Weapon	4	–	Physical	Two-Handed	3	25	1
Aluminum Baseball Bat	Melee Weapon	5	–	Physical	Two-Handed	2	32	2
Board	Melee Weapon	4	–	Physical	Two-Handed	3	20	0
Lead Pipe	Melee Weapon	3	–	Physical	–	3	15	0
Pipe Wrench	Melee Weapon	3	–	Physical	–	2	30	1
Pool cue	Melee Weapon	3	–	Physical	Two-Handed	1	10	0
Rolling Pin	Melee Weapon	3	–	Physical	–	1	10	0
Baton	Melee Weapon	3	–	Physical	–	2	15	1
Sledgehammer	Melee Weapon	5	–	Physical	–	12	40	2
Super Sledge	Melee Weapon	6	Breaking	Physical	Two-Handed	20	180	3
Tire Iron	Melee Weapon	3	–	Physical	–	2	25	1
Walking Cane	Melee Weapon	3	–	Physical	–	2	10	0
Boxing Glove	Unarmed	3	Stun	Physical	–	1	10	1
Deathclaw Gauntlet	Unarmed	5	Piercing 1	Physical	–	10	75	3
Knuckles	Unarmed	3	–	Physical	Concealed	<1	10	1
Power Fist	Unarmed	4	Stun	Physical	–	4	100	2

Melee Mods

Unlike ranged weapons, melee weapons can only accept a single mod at most, and those weapons that can be modified list the specific modifications they can take, which are unique for each weapon. Each mod lists which skill is used to install that mod, and which perks (if any) are required.

Melee Weapons Complications

The following are suggestions of possible complications that might occur should you roll a 20 while wielding a melee weapon. Complications are resolved after the results of a skill test, so none of these results can prevent a successful attack.

- **Overextended:** Your attack left you unable to effectively defend yourself; reduce your defense by 1 until the start of your next turn.
- **Stuck:** Your weapon has gotten lodged in something—maybe the terrain around you, maybe the enemy. You'll either need to release your grip on the weapon (which prevents you from using it, obviously), or retrieve it using the Interact minor action.
- **Wear and Tear:** The weapon has seen better days, and no longer functions as well as it once did. Reduce the weapon's damage rating by 1 or remove one damage effect it possesses. These can be restored if the weapon is repaired. The GM may decide, if you've already had this happen, that the weapon breaks completely.

SWORD

Swords have been in use for almost as long as wars have been fought and remained widespread as symbols of status and prestige amongst soldiers—particularly officers—across the world right up until the Great War. Many of the swords found in the wastelands are those used by Chinese officers during the Great War, often taken from battlefields as a trophy by American troops. Others are museum pieces or replicas from private collections, with many resembling the cavalry sabers used during the American Revolution.

Swords can accept one of the following mods which are **installed with the Repair skill**:

Unique Sword Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Serrated Blade	Serrated	Gain Persistent	–	+25	Blacksmith 2
Electrified Blade	Electrified	+1 [S], Damage type becomes Energy	–	+50	Blacksmith 2, Science! 1
Electrified Serrated Blade	Electrified Serrated	+1 [S], Damage type becomes Energy, gain Persistent (Physical)	–	+75	Blacksmith 3, Science! 1
Stun Pack	Stunning	+2 [S], Damage type becomes Energy, gain Stun	–	+100	Blacksmith 3, Science! 1

COMBAT KNIFE

For both fighting and for utility uses, soldiers—and those who seek to emulate soldiers—frequently carry knives. The Combat Knife found across the wastelands is normally of the same type as was issued to U.S. Army soldiers during the Great War, a single-edged blade with a clipped point. The weapon is lightweight and sturdy, and intended for heavy use.

Combat Knives can accept one of the following mods which are **installed with the Repair skill**:

Unique Combat Knife Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Serrated Blade	Serrated	+1 [S], Gain Persistent	–	+12	Blacksmith 1
Stealth Blade	Stealth	+1 [S], Gain Persistent, +2 [S] on Sneak Attacks	–	+18	Blacksmith 2

MACHETE

A long, sharp knife designed to hack through dense or tough vegetation, the same properties that make it a useful tool also make it an effective weapon. While some machetes found in the wasteland were purpose-made blades, others are makeshift tools, typically made from a sharpened metal blade such as that salvaged from a lawnmower, bolted, tied, taped, or otherwise affixed to a simple handle.

Machetes can accept the following mod which is **installed with the Repair skill**:

Unique Machete Mod

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Serrated Blade	Serrated	+2 ⚙, Gain Persistent	–	+12	Blacksmith 2

RIPPER

The Ripper is a small, handheld, militarized chainsaw that saw extensive use in the armed conflicts before the Great War, with a commercial-grade, scaled-down version made available for the general market. It can saw through both flesh and metal alike with ease.

Rippers can accept one of the following mods which are **installed with the Repair skill**:

Unique Ripper Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Curved Blade	Curved	+1 ⚙, On successful attack, spend 2 AP to disarm opponent, knocking one held weapon away	+1	+15	–
Extended Blade	Extended	+1 ⚙, Gain Persistent	+3	+25	Blacksmith 3

SHISHKEBAB

A makeshift "flaming sword", the Shishkebab is found in various forms across the wastelands, with some versions being built around actual swords, while others are constructed from a variety of components. They all have a few common elements, however: some form of fuel tank or canister (either affixed to the weapon itself, or worn by the wielder and connected by a hose), a pilot light, and a triggering mechanism normally salvaged from a motorcycle. During use, the fuel is released along the blade and ignited by the pilot light, wreathing the blade in flames.

A Shishkebab can accept the following mod which is **installed with the Repair skill**:

Unique Shishkebab Mod

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Extra Flame Jets	Searing	+1 ⚙, Gain Persistent	+1	+100	Blacksmith 3

SWITCHBLADE

The switchblade is a commonly found melee weapon. Its small size means that it is easily smuggled into restricted areas and is easy to handle. It doesn't do as damage as larger knives or blades, however.

Switchblades can accept the following mod which is **installed with the Repair skill**:

Unique Switchblade Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Serrated Blade	Serrated	+1 SPECIAL, Gain Persistent	–	+10	Blacksmith 1

BASEBALL BAT

Baseball bats were once used in the sport of baseball, considered America's number-one pastime during the pre-War era. Two hundred years later, they have been re-purposed as crude but effective melee weapons. While most are made a single piece of wood—normally ash, but other hardwoods are often used—a few can be found made of aluminum instead, making for a lighter, harder bat.

A baseball bat can accept one of the following mods which are **installed with the Repair skill**. You may only apply mods to an aluminum baseball bat if you have the Blacksmith 1 perk.

Unique Baseball Bat Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Barbed	Barbed	Gain Piercing 1	–	+5	–
Spiked	Spiked	+1 SPECIAL, Gain Piercing 1	+1	+7	–
Sharp	Sharp	+1 SPECIAL, Gain Persistent	+1	+7	–
Chain-Wrapped	Chain-Wrapped	+2 SPECIAL	+1	+10	Blacksmith 1
Bladed	Bladed	+2 SPECIAL, Gain Persistent	+2	+12	Blacksmith 2

BOARD

Little more than a long plank of wood with a handle wrapped in duct tape. Boards are heavy melee weapons, normally favored by super mutants who have the strength to wield them effectively.

A board can accept one of the following mods which are **installed with the Repair skill**:

Unique Board Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Spiked	Spiked	+1 SPECIAL, Gain Piercing 1	+1	+6	–
Puncturing	Puncturing	+2 SPECIAL	+1	+9	Blacksmith 1
Bladed	Bladed	+2 SPECIAL, Gain Persistent	+2	+10	Blacksmith 1

LEAD PIPE

A length of heavy, metal (normally lead) pipe, with a duct-tape wrapped grip at one end and a few nuts and bolts attached at the other. Crude, simple, and hurts like hell.

A lead pipe can accept one of the following mods which are **installed with the Repair skill**:

Unique Lead Pipe Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Spiked	Spiked	+1 , Gain Piercing 1	+1	+4	–
Heavy	Heavy	+2	+2	+11	Blacksmith 2

PIPE WRENCH

A heavy, metal, adjustable wrench, long enough to be used as a makeshift melee weapon. The adjustable jaws are often used to hold attachments, allowing the wrench to be modded extremely easily.

A pipe wrench can accept one of the following mods which are **installed with the Repair skill**. Reduce the difficulty of any test to install a mod onto a pipe wrench by 1.

Unique Pipe Wrench Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Hooked	Hooked	+1 , On successful attack, spend 2 AP to disarm opponent, knocking one held weapon away	–	+9	–
Heavy	Weighted	+2	+7	+12	Blacksmith 1
Puncturing	Puncturing	+2 , Gain Piercing 1	+1	+13	Blacksmith 1
Extra Heavy	Heavy	+3	+2	+22	Blacksmith 2

POOL CUE

A long, slender piece of wood used in games like pool. Useful as a melee weapon if there's nothing to hand with more heft.

A pool cue can accept one of the following mods which are **installed with the Repair skill**:

Unique Pool Cue Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Barbed	Barbed	+1 , Gain Piercing 1	–	+2	–
Sharp	Sharp	+1 , Gain Persistent	–	+3	–

ROLLING PIN

A sturdy cylinder of wood found in kitchens everywhere. Heavy enough to deter an assortment of attackers if you haven't got something more dangerous.

A rolling pin can accept one of the following mods which are **installed with the Repair skill**:

Unique Rolling Pin Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Spiked	Barbed	+1 , Gain Piercing 1	–	+3	–
Sharp	Sharp	+1 , Gain Persistent	–	+3	–

BATON

A collapsible baton of the sort used by police departments and private security forces before the Great War. Vault-Tec security within each vault had a stock of these, so they remain in common use as a lightweight back-up melee weapon.

A baton can accept one of the following mods which are **installed with the Repair skill**:

Unique Baton Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Electrified	Shock	+2 , Change Damage Type to Energy	–	+15	Blacksmith 2, Science! 1
Stun Pack	Stun	+3 , Gain Stun, Change Damage Type to Energy	–	+30	Blacksmith 2, Science! 1

SLEDGEHAMMER

Sledgehammers are primitive weapons, used as tools before the Great War, for breaking ground or demolishing things. Although not usually considered as a powerful weapon, a strong person—or a super mutant—can wield one of these like a club, taking full advantage of the hammer's weight.

A sledgehammer can accept one of the following mods which are **installed with the Repair skill**:

Unique Sledgehammer Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Puncturing	Puncturing	+1 . Gain Piercing 1	+5	+18	Blacksmith 2
Heavy	Heavy	+2	+9	+30	Blacksmith 2

SUPER SLEDGE

Super Sledgehammers are powered variants of the regular sledgehammer. Older, pre-War designs were outfitted with kinetic storage devices to increase the impact force, while post-War ones mount a small rocket motor within the hammer's head to accelerate the swing and deliver a heavier blow.

A Super Sledgehammer can accept one of the following mods which are **installed with the Repair skill**:

Unique Super Sledge Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Heating Coil	Heated	+1 [S], Change Damage Type to Energy	–	+180	Blacksmith 2
Stun Pack	Stunning	+2 [S], Gain Stun, Change Damage Type to Energy	–	+360	Blacksmith 3, Science! 1

TIRE IRON

A simple L-shaped tool found commonly in cars and garages; tire irons make for handy weapons when not being used to change the tires on a car.

A tire iron can accept the following mod which is **installed with the Repair skill**:

Unique Tire Iron Mod

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Bladed	Bladed	+1 [S], gain Persistent	+1	+12	Blacksmith 2

WALKING CANE

A simple stick used to support those who can't walk so well, a walking cane is sturdy enough to be an impromptu weapon if you've not got any other options.

A walking cane can accept one of the following mods which are **installed with the Repair skill**:

Unique Walking Cane Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Barbed	Barbed	+1 [S]. Gain Piercing 1	–	+3	–
Spiked	Spiked	+1 [S], Gain Piercing 1	–	+3	–

BOXING GLOVE

A large, leather mitt, used to protect the hands and wrists while punching. While originally used during sporting matches, a skilled fighter can use these to deliver solid blows to enemies in less organized fights, particularly if they've modified the glove in some way.

A boxing glove can accept one of the following mods which are **installed with the Repair skill**:

Unique Boxing Glove Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Spiked	Spiked	Gain Piercing 1	–	+3	–
Puncturing	Puncturing	+1 [icon], Piercing 1	–	+4	Blacksmith 1
Lead lining	Lead-lined	+2 [icon]	+1	+7	Blacksmith 1

DEATHCLAW GAUNTLET

Made from the severed fingers and talons of a deathclaw and mounted on a cuff which fits over the wrist, these allow the wearer to strike with some of the lethal force of the claws' previous owner.

A Deathclaw Gauntlet can accept the following mod which is **installed with the Repair skill**:

Unique Deathclaw Gauntlet Mod

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Extra Claw	Large	+1 [icon]. On successful attack, spend 2 AP to disarm opponent, knocking one held weapon away	+2	+22	–

KNUCKLES

Developed in antiquity, this weapon is nevertheless quite prevalent in the post-Great War wastelands. Brass Knuckles, or Knuckledusters, take the form of four linked metal rings in a shallow convex formation with a bumper attached to the concave face. The rings are slipped over a combatant's fingers with the bumper pressed into the palm of the hand. When a punch is thrown, the Brass Knuckles take most of the impact impulse, transferring much of the punch's kinetic energy to the target by way of the harder, smaller impacting surface of the metal knuckles. This drastically increases the likelihood of serious tissue disruption and bone damage.

Knuckles can accept one of the following mods which are **installed with the Repair skill**:

Unique Knuckles Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Sharp	Sharp	Gain Persistent	–	+3	–
Spiked	Spiked	Gain Piercing 1	–	+3	–
Puncturing	Puncturing	+1 [icon], Gain Piercing 1	–	+4	Blacksmith 1
Bladed	Bladed	+1 [icon], Gain Persistent	–	+5	Blacksmith 1

POWER FIST

A Power Fist is a reinforced gauntlet or vambrace which mounts a heavy-duty pneumatic ram over the knuckles. Designed for use by demolition crews, it has also seen military use for breaching fortifications and clearing enemy barricades… and enemies.

A Power Fist can accept the following mod which is **installed with the Repair skill**:

Unique Power Fist Mods

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Puncturing	Puncturing	+2 . Gain Piercing 1	+1	+45	Blacksmith 2
Heating Coil	Heated	+2 , Change Damage Type to Energy	–	+100	Blacksmith 3

THROWING WEAPONS

THROWING WEAPON	WEAPON TYPE	DAMAGE RATING	DAMAGE EFFECTS	DAMAGE TYPE	QUALITIES	WEIGHT	COST	RARITY
Throwing Knives	Throwing	3	Piercing 1	Physical	Concealed, Suppressed, Thrown (C)	<1	10	1
Tomahawk	Throwing	4	Piercing 1	Physical	Suppressed, Thrown (C)	<1	15	2
Javelin	Throwing	4	Piercing 1	Physical	Suppressed, Thrown (M)	4	10	1

THROWING KNIVES

A small, sharp knife, specially balanced for throwing. Normally made of a lightweight metal, with the grip hollowed out to reduce weight. They do little damage by themselves, but are light, quiet, and quick to handle.

TOMAHAWK

A small, short-handled axe, akin to a small hatchet. Less subtle than a throwing knife, a hurled tomahawk can certainly make an impression in an enemy.

JAVELIN

A short spear, not typically sturdy enough for close-in fighting, a javelin can be thrown a considerable distance.

Throwing Weapons Complications

The following are suggestions of possible complications that might occur should you roll a 20 while wielding a throwing weapon. Complications are resolved after the results of a skill test, so none of the following results can prevent a successful attack.

- **Fumbled:** When reaching for your weapon, you knock another one from your pack. Another throwing weapon of the same type falls from your pack to the ground, and it remains lost unless you retrieve it.
- **Overextended:** Your attack left you unable to effectively defend yourself; reduce your defense by 1 until the start of your next turn.

EXPLOSIVES

EXPLOSIVE	WEAPON TYPE	DAMAGE RATING	DAMAGE EFFECTS	DAMAGE TYPE	QUALITIES	WEIGHT	COST	RARITY
Baseball Grenade	Explosive	5	–	Physical	Blast, Thrown (M)	1	40	1
Frag Grenade	Explosive	6	–	Physical	Blast, Thrown (M)	<1	50	2
Molotov Cocktail	Explosive	4	Persistent	Energy	Blast, Thrown (M)	1	20	1
Nuka Grenade	Explosive	9	Breaker, Radioactive, Vicious	Energy	Blast, Thrown (M)	1	100	4
Plasma Grenade	Explosive	9	–	Energy	Blast, Thrown (M)	<1	135	3
Pulse Grenade	Explosive	6	Stun	Energy	Blast, Thrown (M)	<1	100	3
Bottlecap Mine	Explosive	6	–	Physical	Blast, Mine	1	75	2
Frag Mine	Explosive	6	–	Physical	Blast, Mine	1	50	2
Nuke Mine	Explosive	9	Breaker, Radioactive, Vicious	Energy	Blast, Thrown (M)	1	100	4
Plasma Mine	Explosive	9	–	Energy	Blast, Thrown (M)	<1	135	3
Pulse Mine	Explosive	6	Stun	Energy	Blast, Thrown (M)	<1	100	3

BASEBALL GRENADE

Little more than a hollowed-out baseball filled with an improvised explosive mixture, these grenades are crude, low-tech, and easy to make, dealing a moderate amount of damage to those within the blast.

FRAG GRENADE

A basic fragmentation grenade, consisting of an explosive core within a metal casing designed to shatter into shrapnel upon detonation. They're simple and highly effective. Just remember to throw the grenade, and not the pin.

Explosives Complications

The following are suggestions of possible complications that might occur should you roll a 20 while throwing an explosive weapon. Complications are resolved after the results of a skill test, so none of these results can prevent a successful attack, though a complication on a failed attack may have a different outcome to a complication with a successful test.

- **Collateral Damage:** There was something in the blast which you didn't spot in time, or which you overlooked when you threw the grenade. The GM chooses something in the zone which is valuable or useful to you or another PC, or adds something to the zone, and that thing takes damage from the blast.
- **Dud:** Some part of the explosive is defective, and it doesn't detonate. If the attack failed, and you rolled a complication, it may be that the explosive has no effect (and inflicts 0 damage), rather than only a partial effect as normal.
- **Oops…** You drop the grenade before you can throw it. If the attack failed, and you rolled more than one complication, it may be that you've fumbled with the grenade and dropped it. The grenade inflicts full damage to you, and half damage on everyone else in your current zone.
- **Misplaced Throw:** The grenade is somewhat off-target, or bounced off something, or is otherwise slightly out from where you intended it to be. Enemies in cover within the target zone roll +2 cover dice.

MOLOTOV COCKTAIL

Consisting of a glass bottle—normally from an alcoholic beverage—containing a flammable fuel mixture, a bit of motor oil to help it spread, and an alcohol-soaked rag stuffed in the top to act as a wick. When used, the wick is ignited and the bottle hurled at the target; the breaking bottle spreads the agitated mixture, which quickly ignites begins to burn anything in the vicinity. Cheap and effective.

NUKA-GRENADE

A tiny, handheld tactical nuclear weapon, a Nuka-grenade is extremely dangerous to use—dropping one is ill-advised—but devastatingly effective, comparable to the mini-nukes used by the Fat Man launcher.

PLASMA GRENADE

A canister containing chemicals which are rapidly transformed into superheated ionized gas—or plasma—upon detonation. The blast of a plasma grenade generates vast amounts of heat which more than makes up for the lack of shrapnel or concussive shockwaves.

Special: Plasma grenades inflict both physical and energy damage. Roll damage as normal, and then reduce the total by whichever of the target's damage resistances is lower out of Physical or Energy.

PULSE GRENADE

Pulse grenades emit a burst of electromagnetism which inflicts massive damage to machines—such as robots, synths, and Power Armor—within the vicinity, while leaving living creatures unharmed.

Special: Pulse grenades only inflict damage to robots, synths, Power Armor (though not the wearer within) and other mechanical or technological targets. Any computers in the blast are also damaged by the grenade. Against any other target, Pulse grenades inflict 0 damage.

BOTTLECAP MINE

The Bottlecap mine is crudely put together, yet a formidable explosive. Bottlecap mines are constructed from a simple container such as a lunchbox, filled with bottle caps and a crude explosive mixture, and fitted with a sensor and a detonator. The explosive force hurls the caps over a wide area at such speed that they are essentially shrapnel.

Special: when constructing a Bottlecap mine, you may add extra bottlecaps; every 10 caps added increases the damage by +1 . When the mine detonates, roll the damage rating a second time: the total rolled is the number of intact caps found in the zone where the mine detonated.

FRAG MINE

Similar in design and construction to a frag grenade, a fragmentation mine is instead placed on the ground and uses a pressure plate or proximity sensor to trigger detonation when someone gets too close.

NUKE MINE

It is a nuclear variant of a landmine. The Nuke mine operates in all respects as other mines do although its explosion is more akin to that of a mini-nuke. Naturally, this means that they inflict damage from both the explosion and from the radiation the blast emits.

PLASMA MINE

These magnetically sealed mines unleash a blast of energized plasma upon being triggered, searing those who tripped the mine's sensors.

Special: Plasma minflict both Physical and Energy damage. Roll damage as normal, and then reduce the total by whichever of the target's damage resistances is lower out of Physical or Energy.

PULSE MINE

The mine consists of a powerful EMP device wired to a proximity fuse and then secured inside a heavy metal casing. While only mildly harmful to organic targets, these mines deal severe damage to robotic enemies, stunning or even permanently disabling them.

Special: Pulse mines only inflict damage to robots, synths, Power Armor (though not the wearer within) and other mechanical or technological targets. Any computers in the blast are also damaged by the grenade. Against any other target, pulse mines inflict 0 damage.

APPAREL

Apparel covers all outfits, from clothing, hats, and jumpsuits, to armor and helmets. Each piece of apparel provides some damage resistances that apply to the body parts it covers. You can wear clothing underneath armor, so long as it makes sense—your gamemaster may say that the combination you want doesn't work, or they may provide a restriction on you like being over encumbered or increase the difficulty of Strength or Agility tests based on how you layer your apparel.

CLOTHING

Clothing is the most basic form of apparel. Clothing is presented as a set, covering the whole body (Arms, Legs, Torso), and often providing small benefits based on how it makes you appear or the way it's designed. Armor can be worn over clothing; for each location, use the highest of the damage resistance ratings of the clothing and any armor worn.

OUTFITS

Outfits are like clothing in that they're presented as a single item that, when worn, covers the arms, legs, and torso. However, outfits cannot be worn in combination with armor: they are either too bulky, already include armor, or their benefits would be lost if combined with armor.

ARMOR PIECES

Each armor piece covers one body part—arm, leg, or the torso (the head is protected by headgear, below)—and each provides a distinct set of damage resistances for attacks against that location. You can wear an arm piece on your left or right arm as you see fit, and similarly, leg pieces may be worn on either leg. You may only wear one piece of armor on each location.

HEADGEAR

Headgear covers helmets, hats, masks, and other items worn on the head. You may only wear one item of headgear. Like armor pieces, headgear provides a distinct set of damage resistances for attacks against the head. Headgear may also offer other benefits.

Armor for Super Mutants and Robots

Super mutants and robots can't wear armor normally. Super mutants can only wear Raider Armor, which is makeshift and easily adjusted to fit a super mutant's bulky form.

Robots have their own damage resistance, based on their hull materials. Robot armor is upgradeable and is explained on p.146.

Armor for Dogs

Characters who have taken the Dogmeat perk (p.63) are accompanied by a trusted canine companion, and they'll probably want to protect Man's Best Friend from the dangers of the wasteland. A character with the Dogmeat perk may obtain the following types of armor to protect their dog:

Dog Armor

DOG ARMOR ITEM	DAMAGE RESISTANCES			LOCATIONS COVERED	WEIGHT	COST	RARITY
	PHYSICAL	ENERGY	RADIATION				
Dog Helmet	2	1	0	Head	1	7	2
Light Dog Armor	1	1	0	Torso, Legs	1	10	1
Medium Dog Armor	2	2	0	Torso, Legs	2	15	2
Heavy Dog Armor	3	3	0	Torso, Legs	2	20	3

POWER ARMOR

Power Armor consists of a powered frame, upon which are affixed assorted Power Armor parts. Without the frame, you cannot wear the rest of the armor, and the frame itself provides no damage resistances by itself.

Using Power Armor is described in full later in this section, starting on p.138.

ROBOT ARMOR

Robots do not wear armor in the conventional sense. Rather, the construction of their bodies provides them with protection from hostile action and environmental hazards. All robots begin with a basic amount of damage resistance from the construction and materials of their bodies, and this can be upgraded with time, effort, and materials.

CLOTHING AND OUTFITS

Clothing provides little protection by itself but may often provide small bonuses when combined with armor worn over the top. Outfits generally grant more protection or larger bonuses, at the cost of being unable to combine them with armor.

The only mod most items of clothing can accept is ballistic weave lining, which improves the protection provided by the clothing without meaningfully changing its appearance. However, the knowledge of making this ballistic weave is scarce and highly prized.

Clothing, Outfit, and Headgear Types

ITEM	DAMAGE RESISTANCES			LOCATIONS COVERED	WEIGHT	COST	RARITY
	PHYSICAL	ENERGY	RADIATION				
CLOTHING							
Brotherhood of Steel Uniform	1	1	1	Arms, Legs, Torso	2	20	2
Casual Clothing	0	0	0	Arms, Legs, Torso	2	20	1
Harness	0	0	0	Arms, Legs, Torso	1	5	0
Military Fatigues	0	1	0	Arms, Legs, Torso	3	12	1
Road Leathers	1	1	0	Arms, Legs, Torso	1	5	1
Tough Clothing	1	1	0	Arms, Legs, Torso	3	20	1
Vault Jumpsuit	0	1	2	Arms, Legs, Torso	1	20	2
OUTFIT							
Brotherhood of Steel Fatigues	2	2	2	Arms, Legs, Torso	4	20	3
Brotherhood Scribe's Armor	1	2	2	Arms, Legs, Torso	4	20	2
Cage Armor	3	4	0	Head, Arms, Legs, Torso	33	110	3
Drifter Outfit	1	2	0	Arms, Legs, Torso	10	35	1
Engineer's Armor	1	1	0	Arms, Legs, Torso	2	15	1
Formal Clothing	0	0	0	Arms, Legs, Torso	2	30	2
Hazmat Suit	0	0	Immune	Head, Arms, Legs, Torso	5	85	3
Heavy Coat	1	1	1	Arms, Legs, Torso	2	20	1
Hides	1	0	0	Arms, Legs, Torso	4	13	0
Lab Coat	0	0	0	Arms, Legs, Torso	2	10	1
Spike Armor	2	2	0	Head, Arms, Legs, Torso	17	65	2
Utility Coveralls	2	0	0	Arms, Legs, Torso	2	12	1
HEADGEAR							
Army Helmet	2	0	0	Head	3	20	1
Brotherhood of Steel Hood	0	1	0	Head	<1	12	2
Brotherhood Scribe's Hat	0	2	0	Head	<1	8	2
Casual Hat	0	0	0	Head	<1	15	1

ITEM	DAMAGE RESISTANCES			LOCATIONS COVERED	WEIGHT	COST	RARITY
	PHYSICAL	ENERGY	RADIATION				
Formal Hat	0	0	0	Head	<1	15	2
Gas Mask	1	0	3	Head	3	10	2
Hard Hat	2	0	0	Head	<1	15	1
Hood or Cowl	1	0	1	Head	2	5	1
Sack Hood	0	0	2	Head	1	5	0
Welder's Visor	2	2	0	Head	4	20	2

ARMY HELMET

A helmet made of metal, plastic, and light ceramics, designed to protect a soldier's head from shrapnel. The helmet is lined with supportive padding to ensure a secure fit.

BROTHERHOOD OF STEEL HOOD

The matching headpiece for the Brotherhood of Steel uniform, this close-fitting hood was developed before the Great War for wearers of Power Armor. It is designed to plug into the helmet of a suit of Power Armor, providing a closer interface to the armor's systems, as well as containing an earpiece and microphone for the armor's internal radio.

BROTHERHOOD OF STEEL UNIFORM

Originally designed as the underarmor bodysuit for the T-45 Power Armor system. The bodysuit's surface is covered with an assortment of interface ports and connections to connect the wearer with the Power Armor frame, over it. The Brotherhood of Steel employ these as the base of their standard uniforms, ensuring that as many of their personnel as possible are ready to wear full armor. In battle, the uniform is normally worn under other armor if Power Armor is unavailable, while senior Brotherhood officers often wear a bomber jacket or armored battlecoat over their undersuit.

BROTHERHOOD OF STEEL FATIGUES

A set of basic, hard-wearing gear for Brotherhood of Steel personnel, consisting of a military sweater, pants, gloves, combat boots, and military webbing, and emblazoned with Brotherhood insignia denoting rank and role. The color of the uniform also denotes certain specializations: medics wear a version with a white sweater, while flight personnel wear navy blue.

Though not intended for use in combat, these fatigues are hardwearing and resilient enough to provide a little protection against hazards.

BROTHERHOOD SCRIBE'S ARMOR

The Scribes of the Brotherhood of Steel are sometimes required to venture out into the field to make observations or perform research up-close. While only providing limited protection, this garb is sufficient to protect the wearer from danger long enough to allow them to withdraw and seek assistance from someone better equipped.

BROTHERHOOD SCRIBE'S HAT

This lightweight leather cap and goggles are provided as an accompaniment to the Brotherhood Scribe's Armor, to protect the head from hazardous conditions.

CAGE ARMOR

Heavy leather clothing, reinforced with rags, metal plates, chains, and bars. Like spike armor (p.128), the metalwork creates a rough cage of rebar around the head and torso, providing extra protection. Normally worn with a hood and helmet.

CASUAL CLOTHING

Simple, lightweight, and easy to move around in, pre-War casual clothing was intended for leisure and light activity.

Special: Wearing casual clothing allows you to re-roll a single d20 on one **STR** or **AGI** based skill test you make each scene, as the clothing is easy to move in.

Casual clothing can be reinforced with Ballistic Weave (see sidebar).

Ballistic Weave

Ballistic polymer weave is an armor mod which improves the defensive abilities of some clothing items. A layer of this tough artificial fabric can be used as a lining in a variety of garments, giving them a limited ability to resist impacts, bullets, and energy blasts.

Knowledge of this recipe is possessed only by a few, and they share these secrets only occasionally. All ballistic weave mods are **installed with the Repair skill**.

Armor Ballistic Weave Mods

BALLISTIC MOD	EFFECTS	WEIGHT	COST	PERKS
Ballistic Weave	+2 Physical damage resistance, +2 Energy damage resistance	–	+20	–
Ballistic Weave Mk II	+3 Physical damage resistance, +3 Energy damage resistance	–	+30	Armorer 1
Ballistic Weave Mk III	+4 Physical damage resistance, +4 Energy damage resistance	–	+40	Armorer 2
Ballistic Weave Mk IV	+5 Physical damage resistance, +5 Energy damage resistance	–	+50	Armorer 3
Ballistic Weave Mk V	+6 Physical damage resistance, +6 Energy damage resistance	–	+60	Armorer 4

CASUAL HAT

A simple, lightweight hat, normally with a peak or brim to keep the sunlight out of the wearer's eyes.

Special: A character wearing a casual hat ignores any difficulty increases caused by extremely bright light.

DRIFTER OUTFIT

A leather trenchcoat, sturdy hide gloves and boots, a pair of jeans, and a shirt make for an outfit that's hard wearing but comfortable for long periods of time, and warm enough on the open road to suit those who wander the wastelands.

ENGINEER'S ARMOR

Worn by Brotherhood engineers and those who style themselves as similar, this outfit consists of a protective jacket, heavy canvas or leather gauntlets, and a vest and toolbelt covered in pouches. It provides protection against the hazards of using power tools in a workshop but isn't really armor fit for the battlefield.

FORMAL CLOTHING

A nice suit, a pretty dress, or some other kind of fancy, tailored clothing. Designed to be more flattering than functional, formal clothing is helpful when you need to impress someone, and is often prized as a sign of

status, presenting the appearance of someone who doesn't need to worry about their own safety.

Special: Wearing formal clothing allows you to re-roll a single d20 on one **CHA**-based skill test you make each scene, as the clothing helps you make a good first impression.

Formal clothing can be reinforced with Ballistic Weave (see sidebar).

FORMAL HAT

A smart-looking hat, that'll look the part adorning your head during a business engagement or formal event. Or just because you like how it looks and it keeps the sun off your face. Many examples are somewhat battered and worn from neglect and ill-use, but they're still functional.

Special: Wearing a formal hat allows you to re-roll a single d20 on one **CHA**-based skill test you make each scene, as it helps you make a good first impression.

Formal hats can be reinforced with Ballistic Weave (see sidebar).

GAS MASK

A rubber and leather mask with a plastic visor, which fits with an air-tight seal over the face. The front of the mask contains a filter which cleanses the air of contaminants like dust and gas.

Special: the gas mask provides +3 Poison damage resistance against any airborne or gaseous poisons and prevents the wearer from being affected by any effects relating to gas or dust. Add +1 to the difficulty of all **Speech** tests while wearing a gas mask, as it muffles your speech.

HARD HAT

A light metal or plastic hat intended to protect the head from bumps and collisions in a busy industrial workplace or construction site. Not really intended to protect from combat, but if you're lacking a helmet, a hard had is better than nothing.

HARNESS

A worker's safety harness repurposed to serve as a mount for pieces of armor. Common amongst raiders, who tend to wear the harness without a shirt underneath.

HAZMAT SUIT

A completely enclosed suit for handling hazardous materials. The materials a hazmat suit is made from don't stand up well to violence; but wearing one of these renders you basically immune to radiation.

HEAVY COAT

A long, heavy-weight coat—a leather duster, a trenchcoat, or similar—ideal for protecting you from the harsh elements. Provides a bit of protection against physical harm, extreme heat, and even covers well enough to keep a little radiation out.

Special: Wearing a heavy coat allows you to re-roll a single d20 on one **END**-based skill test you make each scene, as it helps protect you from harsh conditions.

A heavy coat can be reinforced with Ballistic Weave (see sidebar).

HIDES

Typically made from the rough hides of a brahmin, radstag, or other large animal, these simple clothes provide a little protection and comfort, but they're no substitute for properly made clothing or armor.

HOOD OR COWL

A cloth or leather covering for the head and neck. Provides a little protection from the elements, and easily combined with a mask or kerchief to cover the mouth and nose to keep dust and fumes out. Handy in the wasteland if you're caught outside without better protection.

LAB COAT

A white coat—though likely stained or dirty—intended for use in a laboratory environment. Normally contains a useful number of pockets, and clock or sensor just below the left lapel, where it can be easily checked without having to reach for it—ideal during delicate scientific work.

Special: Between the utility of the design, and simply *feeling* smarter while wearing one, a lab coat allows you to re-roll a single d20 on one **INT** based skill test you make each scene.

A lab coat can be reinforced with Ballistic Weave (see sidebar).

MILITARY FATIGUES

A simple, hard-wearing shirt, jacket, pants, and set of combat boots designed to be worn by military personnel before the Great War. These garments are designed to be worn in unpleasant conditions, and have numerous pockets for carrying useful items, so an intact set is a decent find.

Special: Wearing military fatigues allows you to re-roll a single d20 on one **STR** or **AGI** based skill test you make each scene, as the fatigues are easy to move in.

Military fatigues can be reinforced with Ballistic Weave (see sidebar).

ROAD LEATHERS

A leather jacket, leather pants, and a set of motorcycle boots. Often decorated with metallic studs, these soft leather items provide modest protection against physical hazards such as an involuntary dismount from a motorbike, while still being reasonably comfortable in any temperate or cold climate.

SACK HOOD

A tough fabric hood made from a burlap or canvas sack. Provides a little protection from dust and fumes and radiation by covering the whole head. Conveniently, it has eyeholes cut out, and some versions add in some form of makeshift breathing apparatus, though the effectiveness of these is dubious at best.

SPIKE ARMOR

Layers of leather, with rags, metal plates, lengths of chain, and bars sown into the layers or welded together. Many of the bars protrude outwards, creating a spiky appearance that helps fend off melee attacks, while the layers of metal plates and leather padding protect from hazards and attacks. A hood and helmet add to the protection provided.

TOUGH CLOTHING

Hard-wearing clothing cobbled together from sufficiently sturdy garments to create an outfit that can withstand a hard life in the wasteland. Normally made from a jacket, a shirt and undershirt, a pair of jeans, and some walking boots, reinforced (or patched) with duct tape, to provide both a little protection against the bumps and scrapes of life and a bit of warmth on those cold nuclear winter nights.

UTILITY COVERALLS

A versatile outfit favored by mechanics and other tinkerers; the coveralls are designed to protect both from hard, dirty work with machinery. Comes with heavy gloves to protect the hands, and a utility belt to hold a range of tools and other useful items.

Special: Utility Coveralls increase the wearer's maximum carry weight by +5.

WELDER'S VISOR

A reinforced cap with a metal faceplate. The faceplate contains a piece of hardened tinted glass, to protect the eyes when operating welding equipment, and it can be raised and lowered as needed. Brotherhood Scribes and engineers are often seen wearing these, simply because they spend a lot of time working with metal.

VAULT JUMPSUIT

The standard garment for all vault inhabitants, provided by Vault-Tec. A close-fitting blue jumpsuit with a golden-yellow strip running around the neck, down the torso, and along the sleeves. This strip is a metallic foil which aids in heat dissipation and works with the suit's integrated biometric scanners. Each Vault Jumpsuit has a number on the back, signifying which vault it originated from.

A Vault Jumpsuit can be modified with an additional protective lining, taking one of the mods below. All Vault Jumpsuit mods are **installed with the Repair skill**.

Vault Jumpsuit Mods

JUMPSUIT MOD	EFFECTS	WEIGHT	COST	PERKS
Insulated Lining	+1 Energy damage resistance	–	+10	–
Treated Lining	+1 Energy damage resistance, +1 Radiation damage resistance	+1	+20	Armorer 2
Resistant Lining	+2 Energy damage resistance, +1 Radiation damage resistance	+1	+30	Armorer 3
Protective Lining	+2 Energy damage resistance, +2 Radiation damage resistance	+1	+40	Armorer 4, Science! 2
Shielded Lining	+3 Energy damage resistance, +3 Radiation damage resistance	+1	+50	Armorer 4, Science! 4

ARMOR AND ARMOR MODS

Most armor found or made in the wastelands is piecemeal, consisting of individual parts covering a single section of the body. Most who wear armor tend to mix-and-match parts to suit their needs, often only protecting part of their body or wearing lighter pieces to avoid weighing themselves down.

Armor can be worn over clothing, but not outfits. If wearing armor over clothing which provides damage resistance, use the highest damage resistance of each type from clothing or armor.

Sturdy and Heavy versions of most types of armor are also listed, providing greater protection but being rarer, more expensive, and heavier.

Raider Armor

ARMOR PIECE	DAMAGE RESISTANCES			LOCATIONS COVERED	WEIGHT	COST	RARITY
	PHYSICAL	ENERGY	RADIATION				
Raider Chest Piece	1	1	0	Torso	7	18	0
Raider Leg	1	1	0	Leg	3	8	0
Raider Arm	1	1	0	Arm	3	6	0
Sturdy Raider Chest Piece	2	2	0	Torso	12	33	1
Sturdy Raider Leg	2	2	0	Leg	7	13	1
Sturdy Raider Arm	2	2	0	Arm	7	8	1
Heavy Raider Chest Piece	3	3	0	Torso	17	48	2
Heavy Raider Leg	3	3	0	Leg	10	18	2
Heavy Raider Arm	3	3	0	Arm	10	15	2

Leather Armor

ARMOR PIECE	DAMAGE RESISTANCES			LOCATIONS COVERED	WEIGHT	COST	RARITY
	PHYSICAL	ENERGY	RADIATION				
Leather Chest Piece	1	2	0	Torso	5	25	1
Leather Leg	1	2	0	Leg	2	10	1
Leather Arm	1	2	0	Arm	2	8	1
Sturdy Leather Chest Piece	2	3	0	Torso	10	50	2
Sturdy Leather Leg	2	3	0	Leg	5	20	2
Sturdy Leather Arm	2	3	0	Arm	5	18	2
Heavy Leather Chest Piece	3	4	0	Torso	15	75	3
Heavy Leather Leg	3	4	0	Leg	7	30	3
Heavy Leather Arm	3	4	0	Arm	7	28	3

Metal Armor

ARMOR PIECE	DAMAGE RESISTANCES			LOCATIONS COVERED	WEIGHT	COST	RARITY
	PHYSICAL	ENERGY	RADIATION				
Metal Helmet	2	1	0	Head	3	15	1
Metal Chest Piece	2	1	0	Torso	6	40	1
Metal Leg	2	1	0	Leg	3	15	1
Metal Arm	2	1	0	Arm	3	15	1
Sturdy Metal Helmet	3	2	0	Head	8	65	2
Sturdy Metal Chest Piece	3	2	0	Torso	16	115	2
Sturdy Metal Leg	3	2	0	Leg	8	65	2
Sturdy Metal Arm	3	2	0	Arm	8	65	2
Heavy Metal Helmet	4	3	0	Head	12	115	3
Heavy Metal Chest Piece	4	3	0	Torso	23	190	3
Heavy Metal Leg	4	3	0	Leg	12	115	3
Heavy Metal Arm	4	3	0	Arm	12	115	3

Combat Armor

ARMOR PIECE	DAMAGE RESISTANCES			LOCATIONS COVERED	WEIGHT	COST	RARITY
	PHYSICAL	ENERGY	RADIATION				
Combat Helmet	2	2	0	Head	4	25	2
Combat Chest Piece	2	2	0	Torso	8	60	2
Combat Leg	2	2	0	Leg	2	25	2
Combat Arm	2	2	0	Arm	2	25	2
Sturdy Combat Helmet	3	3	0	Head	5	105	3
Sturdy Combat Chest Piece	3	3	0	Torso	12	140	3
Sturdy Combat Leg	3	3	0	Leg	5	105	3
Sturdy Combat Arm	3	3	0	Arm	5	105	3
Heavy Combat Helmet	4	4	0	Head	7	185	4
Heavy Combat Chest Piece	4	4	0	Torso	16	220	4
Heavy Combat Leg	4	4	0	Leg	7	185	4
Heavy Combat Arm	4	4	0	Arm	7	145	4

Synth Armor

ARMOR PIECE	DAMAGE RESISTANCES			LOCATIONS COVERED	WEIGHT	COST	RARITY
	PHYSICAL	ENERGY	RADIATION				
Synth Helmet	2	3	0	Head	3	33	3
Synth Chest Piece	2	3	0	Torso	7	75	3
Synth Leg	2	3	0	Leg	3	30	3
Synth Arm	2	3	0	Arm	3	30	4
Sturdy Synth Helmet	3	4	0	Head	7	70	4
Sturdy Synth Chest Piece	3	4	0	Torso	12	125	4
Sturdy Synth Leg	3	4	0	Leg	7	80	4
Sturdy Synth Arm	3	4	0	Arm	7	70	4
Heavy Synth Helmet	4	5	0	Head	10	110	5
Heavy Synth Chest Piece	4	5	0	Torso	17	175	5
Heavy Synth Leg	4	5	0	Leg	10	130	5
Heavy Synth Arm	4	5	0	Arm	10	110	5

Vault-Tec Security Armor

ARMOR PIECE	DAMAGE RESISTANCES			LOCATIONS COVERED	WEIGHT	COST	RARITY
	PHYSICAL	ENERGY	RADIATION				
Vault-Tec Security Helmet	2	0	0	Head	2	20	1
Vault-Tec Security Armor	2	0	2	Arms, Legs, Torso	8	16	1

RAIDER ARMOR

Makeshift armor employed by raiders and other cutthroat types across the wastes. It varies considerably in quality and appearance but tends to be made of scrap metal rudely battered into shape, reinforced by metal bars, wire, and leather straps. This barbaric appearance is often bolstered by grisly trophies such as skulls or other body parts.

Each piece of raider armor can accept two mods, one of which is a Material, the other of which is an Upgrade. For mods applied to Torso armor, double the weight and cost (this has already been done for Torso Only mods). Super mutant characters may only wear Raider armor. All Raider Armor Material mods are **installed with the Repair skill**.

Shadowed Armor

Many of the armor types listed in this section can be modified to become **Shadowed**. Shadowed armor has a darker, less-reflective surface to make it harder to see the wearer in dim light or darkness.

- If you are wearing one or two pieces of Shadowed armor, you may ignore the first complication rolled on a **Sneak** test you attempt while in dim light or darkness.
- If you are wearing three or more pieces of Shadowed armor, you may re-roll a single d20 on one **Sneak** test you attempt each scene while in dim light or darkness.
- If you are wearing five or more pieces of Shadowed armor, you may re-roll a single d20 on any **Sneak** test you attempt while in dim light or darkness.

Torso armor counts as two pieces towards this. Shadowed armor does not provide any bonus if you are in a suit of Power Armor.

Unique Raider Armor Material Mods

MATERIAL MOD	DAMAGE RESISTANCES			OTHER EFFECTS	WEIGHT	COST	PERKS
	PHYSICAL	ENERGY	RADIATION				
Welded	+1	+1	–	–	+1	+3	–
Tempered	+2	+2	–	–	+1	+6	–
Hardened	+3	+3	–	–	+2	+9	Armorer 1
Buttressed	+4	+4	–	–	+3	+12	Armorer 1

LEATHER ARMOR

Made from tanned and treated animal hide, these hardened leather pieces provide modest protection from physical impacts and gunshots, as well as serving to insulate the wearer from fire and other dangerous energies.

Each piece of leather armor can accept two mods, one of which is a Material, the other of which is an Upgrade. For mods applied to Torso armor, double the weight and cost (this has already been done for Torso Only mods). All Leather Armor Material mods are **installed with the Repair skill**.

Unique Leather Armor Material Mods

MATERIAL MOD	DAMAGE RESISTANCES			OTHER EFFECTS	WEIGHT	COST	PERKS
	PHYSICAL	ENERGY	RADIATION				
Boiled Leather	+1	+1	–	–	+1	+5	–
Girded Leather	+2	+2	–	–	+1	+10	–
Treated Leather	+3	+3	–	–	+1	+15	Armorer 1
Shadowed Leather	+3	+3	–	*Shadowed* (see sidebar)	+1	+20	Armorer 1
Studded Leather	+4	+4	–	–	+2	+25	Armorer 1

METAL ARMOR

Shaped metal plating held together—and held on—with leather or cloth straps, which provide decent protection from physical impacts such as melee attacks and gunshots, but less protection against energy attacks, as the metal plating conducts heat.

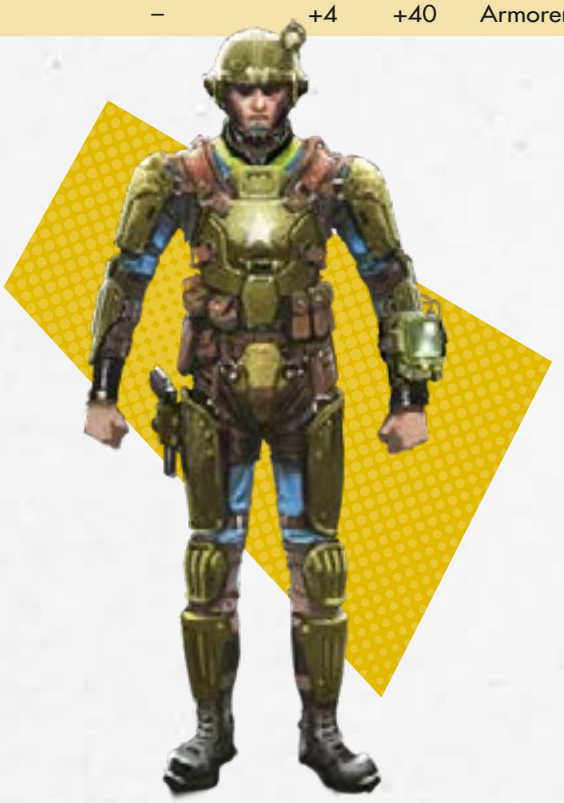
Each piece of Metal armor other than helmets can accept two mods, one of which is a Material, the other of which is an Upgrade. Metal helmets may only accept a Material mod. For mods applied to Torso armor, double the weight and cost (this has already been done for Torso Only mods). All Metal Armor Material mods are **installed with the Repair skill**.

Unique Metal Armor Material Mods

MATERIAL MOD	DAMAGE RESISTANCES			OTHER EFFECTS	WEIGHT	COST	PERKS
	PHYSICAL	ENERGY	RADIATION				
Painted Metal	+1	+1	–	–	+1	+10	–
Enameled Metal	+2	+2	–	–	+2	+20	Armorer 1
Shadowed Metal	+2	+2	–	*Shadowed* (see sidebar)	+2	+25	Armorer 1
Alloyed Metal	+3	+3	–	–	+3	+30	Armorer 1
Polished Metal	+4	+4	–	–	+4	+40	Armorer 2

COMBAT ARMOR

Specially made armor pieces, designed pre-War and issued to the soldiers of the U.S. Armed Forces. It was constructed to keep the wearer protected from physical and energy attacks alike without being cumbersome or awkward to wear. The Brotherhood of Steel tend to use Combat armor for their troops when Power Armor is unavailable or unsuitable for the mission.



Each piece of Combat armor other than helmets can accept two mods, one of which is a Material, the other of which is an Upgrade. Combat helmets may only accept a Material mod. For mods applied to Torso armor, double the weight and cost (this has already been done for Torso Only mods). All Combat Armor Material mods are **installed with the Repair skill**.

Unique Combat Armor Material Mods

MATERIAL MOD	DAMAGE RESISTANCES			OTHER EFFECTS	WEIGHT	COST	PERKS
	PHYSICAL	ENERGY	RADIATION				
Reinforced	+1	+1	–	–	+1	+15	–
Shadowed	+1	+1	–	*Shadowed* (see sidebar)	+1	+15	Armorer 1
Fiberglass	+2	+2	–	–	+1	+30	Armorer 1
Polymer	+3	+3	–	–	+2	+45	Armorer 1

SYNTH ARMOR

Developed by The Institute, Synth armor is distinctive and provides excellent protection, especially from energy weapons, but can only really be found within the Commonwealth and other locations where Institute synths travel. The rarity of its manufacture means that it's hard to acquire for anyone not on good terms with the Institute, and expensive even then.

Each piece of Synth armor other than helmets can accept two mods, one of which is a Material, the other of which is an Upgrade. Synth helmets may only accept a Material mod. For mods applied to Torso armor, double the weight and cost (this has already been done for Torso Only mods). All Synth Armor Material mods are **installed with the Repair skill**.

Unique Synth Armor Material Mods

MATERIAL MOD	DAMAGE RESISTANCES			OTHER EFFECTS	WEIGHT	COST	PERKS
	PHYSICAL	ENERGY	RADIATION				
Laminated	+1	+1	–	–	+1	+5	–
Resin	+2	+2	–	–	+1	+10	Armorer 1
Microcarbon	+3	+3	–	–	+2	+15	Armorer 1
Nanofilament	+4	+4	–	–	+3	+20	Armorer 1

VAULT-TEC SECURITY ARMOR

Consisting of a long bulletproof apron and shoulder pads, plus an accompanying shock-resistant helmet, this armor was issued in small quantities to every vault for those vault-dwellers chosen to act as security personnel. It provides modest protection and isn't especially bulky, but it is unlikely to stand up to heavy combat, simply because vaults were expected to be controlled environments, lacking in the heavy armaments found outside.

ARMOR UPGRADES

Armor Upgrades apply to all the types of armor listed above (except for Vault-Tec Security armor) and are collected here to avoid repetition. All Armor Upgrades are **installed with the Repair skill**.

Armor Upgrade Mods

UPGRADE MOD	DAMAGE RESISTANCES			OTHER EFFECTS	WEIGHT	COST	PERKS
	PHYSICAL	ENERGY	RADIATION				
ALL LOCATIONS							
Laminated	+1	+1	–	–	+1	+5	–
Resin	+2	+2	–	–	+1	+10	Armorer 1
Microcarbon	+3	+3	–	–	+2	+15	Armorer 1
TORSO ONLY UPGRADES							
Padded	–	–	–	+2 to all damage resistances vs Blast weapons	+4	+1	–
Asbestos Lining	–	+3	–	Ignore Energy damage from the Persistent damage effect	+4	+3	Armorer 1
Dense	–	–	–	+4 to all Damage Resistances vs Blast weapons	+4	+7	Armorer 3
BioCommMesh	–	–	–	Chems last twice as long (see p.164)	+2	+9	Armorer 4, Science! 2
Pneumatic	–	–	–	Stun damage effect requires 2+ Effects to be rolled to affect you	+2	+9	Armorer 4
ARMS ONLY UPGRADES							
Brawling	–	–	–	Unarmed attacks inflict +1 damage	+1	+1	Armorer 1
Braced	–	–	–	+2 to all damage resistances vs melee attacks.	+1	+1	Armorer 1
Stabilized	–	–	–	When you aim and make a ranged attack, +1 to the attack's damage	+1	+1	Armorer 2
Aerodynamic	–	–	–	May spend up to 4 AP on bonus damage for melee attacks	–	+1	Armorer 3
Weighted	–	–	–	Melee and Unarmed attacks gain Piercing 1	+1	+3	Armorer 4
LEGS ONLY UPGRADES							
Cushioned	–	–	–	+2 to Physical damage resistance vs falling damage	–	+1	Armorer 1
Muffled	–	–	–	Re-roll 1d20 on Stealth tests	–	+2	Armorer 2

POWER ARMOR

Powered combat infantry armor, also known as powered infantry armor or simply Power Armor, is a personal defense technology developed before the Great War by United States defense contractor West Tek. It represents the pinnacle of personal protection, combining excellent protection from small arms and battlefield hazards with the ability to carry heavy weaponry into combat with ease.

Owing to their common heritage, all models of Power Armor share the same basic design. Each suit is built around a West Tek armor frame, which provides a powered exoskeleton which augments the wearer's strength and allows them to drop safely from great heights—during their original use, soldiers in Power Armor would simply be dropped from low-flying aircraft, slamming into the ground and ready to fight in moments. The enhanced strength means that heavy armor plating can be mounted onto the frame, providing exceptional protection from all but the most concentrated of fusillades.

The power necessary for this armor to function comes from a fusion power plant built into the frame, typically in the form of a fusion core (earlier models had attempted to use other power supplies, but examples are rare as these versions were seldom successful).

Power Armor

ARMOR PIECE	DAMAGE RESISTANCES			HEALTH POINTS	LOCATIONS COVERED	WEIGHT	COST	RARITY
	PHYSICAL	ENERGY	RADIATION					
Armor Frame	–	–	–	–	All	4500	150	4
Raider Helm	6	4	7	7	Head	50	14	2
Raider Chest Piece	8	6	9	10	Torso	100	22	2
Raider Arm	4	3	7	7	Arm	75	16	2
Raider Leg	4	3	7	7	Leg	75	17	2
T-45 Helm	6	4	7	7	Head	60	12	2
T-45 Chest Piece	8	7	9	14	Torso	140	20	2
T-45 Arm	4	3	7	7	Arm	100	15	2
T-45 Leg	4	3	7	7	Leg	100	15	2
T-51 Helm	6	5	7	9	Head	80	12	3
T-51 Chest Piece	8	7	9	18	Torso	180	20	3
T-51 Arm	5	4	7	9	Arm	130	15	3
T-51 Leg	5	4	7	9	Leg	10	15	3
T-60 Helm	7	6	7	10	Head	650	12	4
T-60 Chest Piece	9	8	9	21	Torso	750	20	4
T-60 Arm	6	5	7	10	Arm	700	15	4
T-60 Leg	6	5	7	10	Leg	700	15	4
X-01 Helm	8	7	7	12	Head	60	12	5
X-01 Chest Piece	10	8	9	24	Torso	140	20	5
X-01 Arm	7	6	7	12	Arm	100	15	5
X-01 Leg	7	6	7	12	Leg	100	15	5

ARMOR FRAME

The standard armor frame is a West Tek powered exoskeleton. It draws power from a back-mounted TX-28 micro-fusion reactor, which is compatible with standard fusion cores (p.94). An armor frame cannot be modded.

- **Operation:** Entering or leaving an armor frame requires a major action. The armor consumes a single charge from its fusion core at the end of each scene it is used in. If this would reduce the fusion core to 0 charges, then the frame becomes unpowered. Complications on **Athletics** tests made while operating the Power Armor may result (at the GM's discretion) in extra charges being used, as strenuous activity consumes power more quickly.
- **Impact Landing:** A character wearing Power Armor suffers no damage for falling or jumping down any height. In fact, landing from any height higher than a single-story building inflicts 3 damage to any creatures (or other damageable objects) within Reach of you when you land. This applies even if the armor is unpowered.
- **Enhanced Strength:** A character wearing Power Armor uses the armor frame's **STR** of 11 instead of their own, for all purposes (such as skill tests, carry weight, and melee damage bonus). In addition, the weight of the armor frame and any attached armor pieces is not counted towards the wearer's carry weight. These benefits are lost if the armor is unpowered.
- **Sealed Environment:** So long as the armor is sealed (it has components for each location, and none of those components are damaged), it provides a breathable atmosphere, allowing the wearer to survive underwater, in toxic gas, or similar inhospitable conditions. This benefit is lost if the armor is unpowered.
- **Ablative Resilience:** When a character in Power Armor is attacked or otherwise suffers damage, then the damage is reduced by the damage resistances of the armor piece on that location, and any remaining damage marks off the armor piece's Health points. If an armor piece would suffer a Critical Hit (5+ damage in one hit), or is reduced to 0 HP, then it is **damaged**. Damaged armor pieces no longer provide protection—hits to that location strike the wearer instead—using the wearer's damage resistances and HP.
- **Technological:** Armor pieces do not regain HP naturally, and cannot be restored using Stimpaks or the **Medicine** skill. They must be repaired, in the same way as robots (p.34). Power Armor is affected by any effect which targets or affects machines or robots.

RAIDER POWER ARMOR

Makeshift armor pieces made from scrap metal and salvaged Power Armor parts too damaged to undergo proper repair. Due to the improvised nature of its design, raider Power Armor is relatively weak compared to its fully functional counterparts.

Each piece of Raider Power Armor can accept two mods: an upgrade mod and a system mod. All Unique Raider Power Upgrade Mods are **installed with the Repair Skill**.

Raider Power Armor can make use of all the normal system mods (p.144) except for Tesla Arms, and may also use the following system mod which is **installed with the Repair Skill**:

Unique Raider Power Armor Upgrade Mods

UPGRADE MOD	DAMAGE RESISTANCES			HEALTH POINTS	LOCATION	WEIGHT	COST	PERKS
	PHYSICAL	ENERGY	RADIATION					
Raider II Helm	+1	–	–	+3	Head	+1	+5	Armorer 1
Raider II Chest Piece	+1	–	–	+4	Torso	+2	+10	Armorer 1
Raider II Arm	+1	–	–	+3	Arm	+2	+7	Armorer 1
Raider II Leg	+1	–	–	+3	Leg	+2	+7	Armorer 1

Unique Raider Power Armor System Mod

SYSTEM MOD	EFFECTS	LOCATION	WEIGHT	COST	PERKS
Welded Rebar	Enemies who attack you with a melee or unarmed attack and suffer a complication suffer 2 damage	Torso	+2	+25	Armorer 1

T-45 POWER ARMOR

Developed before the Great War, the T-45 was originally developed and manufactured for the United States Army by American defense contractor, West Tek. The T-45 Power Armor was the first version of Power Armor to be successfully deployed in battle, and as such, it remains relatively common more than 200 years later.

Each piece of T-45 Power Armor can accept three mods: an upgrade mod, one plating mod, and a system. All Unique T-45 Power Armor Upgrade Mods are **installed with the Repair Skill**.

Unique T-45 Power Armor Upgrade Mods

UPGRADE MOD	DAMAGE RESISTANCES			HEALTH POINTS	LOCATION	WEIGHT	COST	PERKS
	PHYSICAL	ENERGY	RADIATION					
T-45b Helm	–	–	–	+1	Head	+1	+3	Armorer 1
T-45b Chest Piece	–	–	–	+1	Torso	+1	+7	Armorer 1
T-45b Arm	+1	+1	–	+1	Arm	+1	+7	Armorer 1
T-45b Leg	+1	+1	–	+1	Leg	+1	+7	Armorer 1
T-45c Helm	+1	+1	–	+2	Head	+1	+6	Armorer 2
T-45c Chest Piece	–	–	–	+4	Torso	+2	+14	Armorer 2
T-45c Arm	+2	+2	–	+2	Arm	+2	+10	Armorer 2
T-45c Leg	+2	+2	–	+2	Leg	+2	+10	Armorer 2
T-45d Helm	+1	+1	–	+3	Head	+2	+9	Armorer 2, Science! 1
T-45d Chest Piece	+1	+1	–	+5	Torso	+3	+21	Armorer 2, Science! 1
T-45d Arm	+2	+3	–	+3	Arm	+2	+15	Armorer 2, Science! 1
T-45d Leg	+2	+3	–	+3	Leg	+2	+15	Armorer 2, Science! 1
T-45e Helm	+1	+2	–	+3	Head	+2	+12	Armorer 3, Science! 1
T-45e Chest Piece	+1	+1	–	+7	Torso	+4	+28	Armorer 3, Science! 1
T-45e Arm	+3	+3	–	+3	Arm	+3	+20	Armorer 3, Science! 1
T-45e Leg	+3	+3	–	+3	Leg	+3	+20	Armorer 3, Science! 1
T-45f Helm	+2	+2	–	+4	Head	+3	+15	Armorer 3, Science! 2
T-45f Chest Piece	+1	+1	–	+8	Torso	+5	+35	Armorer 3, Science! 2
T-45f Arm	+3	+4	–	+4	Arm	+4	+25	Armorer 3, Science! 2
T-45f Leg	+3	+4	–	+4	Leg	+4	+25	Armorer 3, Science! 2

T-51 ARMOR

The T-51b was the most advanced Power Armor in wide-scale use before the outbreak of the Great War. First seeing service, and inherently, great success, in the Anchorage Reclamation campaign, the T-51 Power Armor soon became standard issue for the army's armored infantry regiments. The T-51 was the peak of pre-War Power Armor technology, deployed widely enough that it can still be found centuries later in the wastelands.

Constructed of a polylaminate composite, the outer shell of T-51 armor is surprisingly lightweight and features an ablative silver alloy coating which refracts and dissipates laser emissions efficiently.

Each piece of T-51 Power Armor can accept three mods: an upgrade mod, one plating mod, and a system. All Unique T-51 Power Armor Upgrade Mods are **installed with the Repair Skill**.

Unique T-51 Power Armor Upgrade Mods

UPGRADE MOD	DAMAGE RESISTANCES			HEALTH POINTS	LOCATION	WEIGHT	COST	PERKS
	PHYSICAL	ENERGY	RADIATION					
T-51b Helm	–	–	–	+1	Head	+1	+4	Armorer 1
T-51b Chest Piece	+1	–	–	+1	Torso	+1	+9	Armorer 1
T-51b Arm	–	–	–	+1	Arm	+1	+6	Armorer 1
T-51b Leg	–	–	–	+1	Leg	+1	+6	Armorer 1
T-51c Helm	–	+1	–	+1	Head	+1	+8	Armorer 2
T-51c Chest Piece	+1	+1	–	+3	Torso	+2	+18	Armorer 2
T-51c Arm	+1	+1	–	+1	Arm	+2	+13	Armorer 2
T-51c Leg	+1	+1	–	+1	Leg	+2	+13	Armorer 2
T-51d Helm	+1	+1	–	+2	Head	+2	+12	Armorer 2, Science! 1
T-51d Chest Piece	+1	+1	–	+4	Torso	+3	+27	Armorer 2, Science! 1
T-51d Arm	+1	+1	–	+2	Arm	+2	+19	Armorer 2, Science! 1
T-51d Leg	+1	+1	–	+2	Leg	+2	+19	Armorer 2, Science! 1
T-51e Helm	+1	+1	–	+3	Head	+2	+16	Armorer 3, Science! 1
T-51e Chest Piece	+2	+1	–	+6	Torso	+4	+36	Armorer 3, Science! 1
T-51e Arm	+1	+2	–	+3	Arm	+3	+26	Armorer 3, Science! 1
T-51e Leg	+1	+2	–	+3	Leg	+3	+26	Armorer 3, Science! 1
T-51f Helm	+1	+2	–	+3	Head	+3	+20	Armorer 3, Science! 2
T-51f Chest Piece	+2	+2	–	+7	Torso	+5	+45	Armorer 3, Science! 2
T-51f Arm	+2	+2	–	+3	Arm	+4	+32	Armorer 3, Science! 2
T-51f Leg	+2	+2	–	+3	Leg	+4	+32	Armorer 3, Science! 2

T-60 ARMOR

Developed shortly after the U.S. Army's victory in Anchorage, the T-60 series of Power Armor was designed as the next generation of armor to replace the T-51. It was in the process of being issued to U.S. Army units serving domestically when the bombs dropped, meaning that large quantities were still in storage awaiting deployment. As a result, stockpiles of the armor have been claimed by the Brotherhood of Steel, and Brotherhood soldiers in T-60 armor has become an iconic feature of their presence in a region.

Each piece of T-60 Power Armor can accept three mods: an upgrade mod, one plating mod, and a system. All Unique T-60 Power Armor Upgrade Mods are **installed with the Repair Skill**.

Unique T-60 Power Armor Upgrade Mods

UPGRADE MOD	DAMAGE RESISTANCES			HEALTH POINTS	LOCATION	WEIGHT	COST	PERKS
	PHYSICAL	ENERGY	RADIATION					
T-60b Helm	+1	+1	–	+1	Head	+1	+32	–
T-60b Chest Piece	–	–	–	+2	Torso	+1	+37	–
T-60b Arm	+1	+1	–	+1	Arm	+1	+35	–
T-60b Leg	+1	+1	–	+1	Leg	+1	+35	–
T-60c Helm	+1	+1	–	+2	Head	+3	+64	Armorer 1, Science! 1
T-60c Chest Piece	+1	–	–	+3	Torso	+2	+74	Armorer 1, Science! 1
T-60c Arm	+1	+1	–	+2	Arm	+2	+70	Armorer 1, Science! 1
T-60c Leg	+1	+1	–	+2	Leg	+2	+70	Armorer 1, Science! 1
T-60d Helm	+1	+2	–	+2	Head	+2	+96	Armorer 2, Science! 1
T-60d Chest Piece	+1	+1	–	+5	Torso	+3	+111	Armorer 2, Science! 1
T-60d Arm	+1	+2	–	+2	Arm	+2	+105	Armorer 2, Science! 1
T-60d Leg	+1	+2	–	+2	Leg	+2	+105	Armorer 2, Science! 1
T-60e Helm	+2	+2	–	+3	Head	+2	+128	Armorer 3, Science! 1
T-60e Chest Piece	+1	+1	–	+7	Torso	+4	+148	Armorer 3, Science! 1
T-60e Arm	+2	+2	–	+3	Arm	+3	+140	Armorer 3, Science! 1
T-60e Leg	+2	+2	–	+3	Leg	+3	+140	Armorer 3, Science! 1
T-60f Helm	+2	+3	–	+4	Head	+3	+160	Armorer 3, Science! 2
T-60f Chest Piece	+2	+1	–	+8	Torso	+5	+185	Armorer 3, Science! 2
T-60f Arm	+2	+3	–	+4	Arm	+4	+175	Armorer 3, Science! 2
T-60f Leg	+2	+3	–	+4	Leg	+4	+175	Armorer 3, Science! 2

X-01 POWER ARMOR

Developed shortly before the bombs fell, the X-01 series of Power Armor was still in the prototype stages at the end of the Great War. Work was completed by remnants of the U.S. military after the bombs dropped. It offers superior protection to earlier models of Power Armor, but it has never been manufactured in large quantities, making it especially rare.

Each piece of X-01 Power Armor can accept three mods: an upgrade mod, one plating mod, and a system. All Unique X-01 Power Armor Upgrade Mods are **installed with the Repair Skill**.

X-01 Power Armor can make use of all the normal system mods (p.144) and all the normal plating mods apart from Winterized, and may also use the following plating mod, which is **installed with the Repair skill**:

Unique X-01 Power Armor Upgrade Mods

UPGRADE MOD	DAMAGE RESISTANCES			HEALTH POINTS	LOCATION	WEIGHT	COST	PERKS
	PHYSICAL	ENERGY	RADIATION					
Mk II Helm	–	–	–	+1	Head	+1	+7	–
Mk II Chest Piece	–	–	–	+1	Torso	+1	+14	–
Mk II Arm	+1	+1	–	–	Arm	+1	+10	–
Mk II Leg	+1	+1	–	–	Leg	+1	+10	–
Mk III Helm	+1	–	–	+1	Head	+1	+14	Armorer 1, Science! 1
Mk III Chest Piece	–	+1	–	+2	Torso	+2	+28	Armorer 1, Science! 1
Mk III Arm	+1	+1	–	+1	Arm	+2	+20	Armorer 1, Science! 1
Mk III Leg	+1	+1	–	+1	Leg	+2	+20	Armorer 1, Science! 1
Mk IV Helm	+1	+1	–	+2	Head	+2	+21	Armorer 2. Science! 1
Mk IV Chest Piece	+1	+1	–	+3	Torso	+3	+42	Armorer 2. Science! 1
Mk IV Arm	+1	+1	–	+2	Arm	+2	+30	Armorer 2. Science! 1
Mk IV Leg	+1	+1	–	+2	Leg	+2	+30	Armorer 2. Science! 1
Mk V Helm	+2	+1	–	+2	Head	+2	+28	Armorer 3. Science! 1
Mk V Chest Piece	+1	+2	–	+4	Torso	+4	+56	Armorer 3. Science! 1
Mk V Arm	+2	+2	–	+2	Arm	+3	+40	Armorer 3. Science! 1
Mk V Leg	+2	+2	–	+2	Leg	+3	+40	Armorer 3. Science! 1
Mk VI Helm	+2	+2	–	+3	Head	+3	+35	Armorer 3. Science! 2
Mk VI Chest Piece	+2	+2	–	+5	Torso	+5	+70	Armorer 3. Science! 2
Mk VI Arm	+2	+3	–	+4	Arm	+4	+50	Armorer 3. Science! 2
Mk VI Leg	+2	+3	–	+4	Leg	+4	+50	Armorer 3. Science! 2

Unique X-01 Power Armor Plating Mod

PLATING MOD	EFFECTS	LOCATION	WEIGHT	COST	PERKS
EMP Shielding	+2 Energy damage resistance	Any	+1	+20	Armorer 1

POWER ARMOR MODS

Power Armor mods apply to all the types of armor listed and are collected here to avoid repetition. There are two main kinds of Power Armor mod: **systems**, that provide additional features to the armor, and **plating**, which alters the outer surface of the armor.

Plating can be applied separately to any individual piece of Power Armor. However, due to size differences, the cost and weight of a plating mod applied to a chest piece is doubled. Raider Power Armor cannot take a plating mod, due to its makeshift nature. **Each mod is listed with the skill required to install it**.

Power Armor Mods

MOD	EFFECT	LOCATION	WEIGHT	COST	PERKS	SKILL
SYSTEM MODS						
Rad Scrubber	Ignore radiation from Irradiated food or drink consumed while armor is powered	Head	+1	+100	Science! 2	Science
Sensor Array	Re-roll 1d20 on all **PER** tests while armor is powered	Head	+1	+100	Science! 3	Science
Targeting HUD	When you take the Aim minor action, you may take a second minor action for 0 AP while armor is powered	Head	+1	+100	Science! 3	Science
Internal Database	Re-roll 1d20 on all **INT** tests while armor is powered	Head	+1	+100	Science! 2	Science
Welded Rebar (Raider only)	Enemies who attack you with a melee or unarmed attack and suffer a complication suffer 2 damage	Torso	+2	+25	Armorer 1	Repair
Core Assembly	While armor is powered, if you begin your turn and there is no AP in the group pool, add +1 AP	Torso	+2	+100	Science! 3	Science
Blood Cleanser	Re-roll addiction roll for addictive chems while armor is powered	Torso	+2	+100	Science! 1	Science
Emergency Protocols	While armor is powered, if your current HP is below 1/4 of your maximum, add +1 to Defense and +3 to all damage resistances	Torso	+2	+100	Science! 4	Science
Motion-Assist Servos	Increase **STR** of armor frame to 13 while armor is powered	Torso	+2	+100	Science! 3	Science
Kinetic Dynamo	While armor is powered, when you suffer any damage (after reductions for damage resistances), add +1 to the group AP pool	Torso	+2	+100	Science! 4	Science
Medic Pump	While armor is powered, when your HP are reduced to below 1/2 of your maximum, you immediately use a Stimpak, regaining 3 HP or treating one Injury.	Torso	+2	+100	Science! 4	Science
Reactive Plates	While armor is powered, when you suffer damage from a melee or unarmed attack, you inflict Physical damage back to the attacker equal to half the damage total rolled	Torso	+2	+100	Armorer 4	Repair

MOD	EFFECT	LOCATION	WEIGHT	COST	PERKS	SKILL
Tesla Coils	While armor is powered, whenever an enemy makes a melee attack against you, they suffer 4 Energy damage	Torso	+2	+100	Science! 3	Science
Stealth Boy	You may activate a Stealth Boy (p.171) once per scene by spending 1 charge	Torso	+1	+100	Science! 4	Science
Jetpack	When you move you may activate a jetpack by spending 1 charge; this allows you to move one additional zone (horizontally or vertically) or gain enough height for an impact landing	Torso	+1	+500	Armorer 4, Science! 4	Repair
Rusty Knuckles	Your unarmed attacks gain the Persistent damage effect	Arm	+1	+50	Blacksmith 1	Repair
Hydraulic Bracers	While armor is powered, your unarmed attacks inflict +2 damage	Arm	+1	+100	Blacksmith 3	Repair
Optimized Bracers	While armor is powered, you may spend up to 4 AP on bonus damage for melee attacks	Arm	+1	+100	Blacksmith 1	Repair
Tesla Bracers	While armor is powered, your unarmed attacks inflict +2 damage and now inflict Energy damage	Arm	+1	+150	Blacksmith 3, Science! 1	Repair
Calibrated Shocks	Your carry weight is increased by +50	Leg	+1	+100	Science! 2	Science
Explosive Vent	While the armor is powered, when you land from a height, you inflict 4 damage to all creatures and damageable objects within Close range	Leg	+1	+100	Science! 3	Science
Overdrive Servos	While armor is powered, when you Sprint, you may spend +2 AP to move one additional zone	Leg	+1	+100	Science! 3	Science
PLATING MODS						
Titanium Plating	+1 HP to Armor Piece (+2 to Torso)	Any	1	10	Armorer 3	Repair
Lead Plating	+2 Radiation damage resistance	Any	2	10	Armorer 1	Repair
Photovoltaic Plating	+1 AP at the start of a scene if in direct sunlight (only applies once)	Any	1	10	Science! 3	Science
Winterized Coating (not on X-01)	+1 Energy damage resistance	Any	1	10	Armorer 1	Repair
Prism Shielding	+3 Energy damage resistance	Any	2	10	Science! 2	Science
Explosive Shielding	+2 to all damage resistances vs Blast weapons.	Any	1	10	Science! 1	Science

ROBOT ARMOR

Mister Handy player characters cannot wear clothing or armor designed and built for human characters, with the exception of some hats (any headgear item with Hat in the name), which they can perch on the top of their spherical main chassis, though this confers no effect other than looking fancy.

For protection and useful effects, robots such as the Mister Handy line rely on their construction and materials of their plating. Mister Handy robots have different hit locations to a humanoid character: Optics, Main Body, Arms (1-3), and Thruster. In addition to providing damage resistances, robot armor may modify the carry weight of the robot they are fitted to. All Robot Armor except Plating is **installed with the Repair skill**.

Robot Armor Types

ARMOR TYPE	DAMAGE RESISTANCE		LOCATION	CARRY WEIGHT	COST	PERKS
	PHYSICAL	ENERGY				
Standard Plating	2	0	All	–	–	–
Mister Gutsy Plating	2	2	All	-10	–	–
Factory Armor	+1	+1	Optics	–	10	–
Factory Armor	+1	+1	Main Body	–	20	–
Factory Armor	+1	+1	Arms	–	10	–
Factory Armor	+1	+1	Thruster	–	10	–
Factory Storage Armor	+1	+1	Main Body	+20	25	Armorer 1
Primal Plate	+2	–	Optics	-10	10	–
Primal Plate	+2	–	Main Body	-20	20	–
Primal Plate	+2	–	Arms	-10	10	–
Primal Plate	+2	–	Thruster	-10	10	–
Serrated Plate	+2	–	Optics	-10	15	Armorer 1
Serrated Plate	+2	–	Main Body	-20	30	Armorer 1
Serrated Plate	+2	–	Arms	-10	15	Armorer 1
Serrated Plate	+2	–	Thruster	-10	15	Armorer 1
Noxious Plate	+2	–	Optics	-10	15	Armorer 1
Noxious Plate	+2	–	Main Body	-20	30	Armorer 1
Noxious Plate	+2	–	Arms	-10	15	Armorer 1
Noxious Plate	+2	–	Thruster	-10	15	Armorer 1
Toxic Plate	+2	–	Optics	-10	15	Armorer 3
Toxic Plate	+2	–	Main Body	-20	30	Armorer 3
Toxic Plate	+2	–	Arms	-10	15	Armorer 3
Toxic Plate	+2	–	Thruster	-10	15	Armorer 3
Actuated Frame	+1	+1	Optics	+10	15	–
Actuated Frame	+1	+1	Main Body	+20	30	–
Actuated Frame	+1	+1	Arms	+10	15	–

ARMOR TYPE	DAMAGE RESISTANCE		LOCATION	CARRY WEIGHT	COST	PERKS
	PHYSICAL	ENERGY				
Actuated Frame	+1	+1	Thruster	+10	15	–
Voltaic Frame	+2	+2	Optics	+10	20	Armorer 2
Voltaic Frame	+2	+2	Main Body	+20	40	Armorer 2
Voltaic Frame	+2	+2	Arms	+10	20	Armorer 2
Voltaic Frame	+2	+2	Thruster	+10	20	Armorer 2
Hydraulic Frame	+3	+3	Optics	+5	30	Armorer 3
Hydraulic Frame	+3	+3	Main Body	+10	60	Armorer 3
Hydraulic Frame	+3	+3	Arms	+5	30	Armorer 3
Hydraulic Frame	+3	+3	Thruster	+5	30	Armorer 3

STANDARD PLATING

The default factory plating provided with all brand-new Mister Handy models. This has no cost, as it's the default which a Mister Handy character begins with most of the time.

MISTER GUTSY PLATING

Like the standard plating, but with better thermal absorption properties to reinforce it against energy weaponry, this is the standard plating for a Mister Gutsy. It is the default for all Mister Handy characters who select the Mister Gutsy starting package.

FACTORY ARMOR

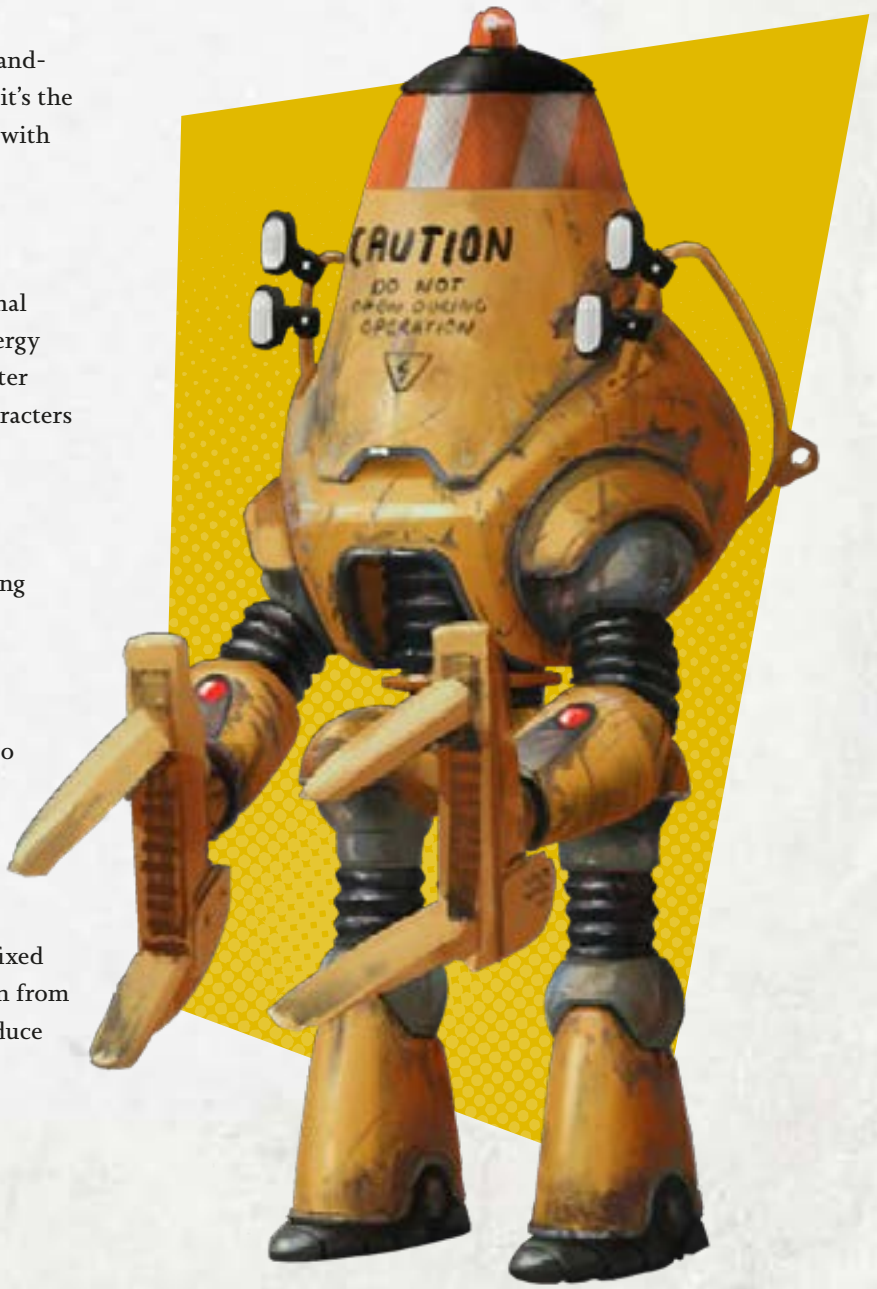
A standardized, factory-made set of armor plating designed to fit any Mister Handy model.

FACTORY STORAGE ARMOR

A factory-made set of standard armor which also provides additional storage compartments to increase a robot's carrying capacity.

PRIMAL PLATE

Makeshift supplementary armor that can be affixed to a robot's structure to provide extra protection from physical hazards. The bulk and crude design reduce the robot's carrying capacity, however.



SERRATED PLATE

Makeshift armor plating with jagged, serrated edges. Like primal plate, but more hazardous to those who would do the robot ill, as the sharp protrusions can lead to injury.

Special: When a melee attack is made against a location fitted with serrated plate, and the attacker suffers a complication, then the attacker suffers 2 Persistent (Physical) damage. In addition, melee attacks made using arms fitted with serrated plate gain the Persistent (Physical) damage effect.

NOXIOUS PLATE

Makeshift armor coated in toxic materials which are hazardous to the health of any who seeks to inflict harm upon the robot or its companions.

Special: When a melee attack is made against a location fitted with noxious plate, and the attacker suffers a complication, then the attacker suffers 2 Persistent (Poison) damage. In addition, melee attacks made using arms fitted with serrated plate gain the Persistent (Poison) damage effect.

TOXIC PLATE

Makeshift armor made with irradiated metal plating, dangerous to living creatures nearby.

Special: When a melee attack is made against a location fitted with toxic plate, and the attacker suffers a complication, then the attacker suffers 2 Radiation damage. In addition, melee attacks made using arms fitted with serrated plate gain the Radioactive damage effect.

ACTUATED FRAME

A specially made set of armor plates fitted with actuators and motive systems which aid the robot's actions.

Special: Melee attacks made from arms fitted with an actuated frame inflict +1 damage. If the robot's Thruster is fitted with an actuated frame, it may make both a Move minor action and a Sprint major action in the same turn.

VOLTAIC FRAME

A specially made set of armor plates fitted with additional conduits and capacitors to bolster the effectiveness of energy weaponry.

Special: Any of the robot's attacks which deal energy damage inflict +1 if the robot is fitted with any voltaic frame armor. This bonus increases by +1 for every two additional locations fitted with Voltaic Frame (so +2 for 3 pieces, or +3 for 5 or more pieces)

HYDRAULIC FRAME

A specially made set of armor plates which conceal powerful hydraulics which enhance the robot's movements.

Special: Melee attacks made from arms fitted with a hydraulic frame inflict +1 damage and gain the Stun damage effect.

CONSUMABLES

Consumables is a large category of items, covering all items which must be consumed to be used, and which naturally can only be used once per item (because after that, you've consumed it). They represent a necessary finite resource in the wasteland, something which survivors and settlers must seek out, either scavenging old homes and stores for supplies of preserved goods, cultivating their own food and water sources, or raiding from those who are better provisioned.

Apart from repair kits and Stealth Boys (which are in their own "other consumables section" starting on p.170), robot characters cannot use any consumables. Some models of Mister Handy can imbibe and even taste beverages thanks to advanced taste sensors, but they get no benefit from them, nor do they risk any of the drawbacks, and they don't require food or drink to survive.

IRRADIATED FOOD AND DRINK

Some items of food and drink are **Irradiated**, contaminated with the radiation which is all-pervasive in the wastelands. When you consume irradiated food or drink, roll 1. If you roll an Effect, you suffer 1 Radiation damage, which ignores any resistance from equipment or armor.

FOOD

Food items typically restore some measure of a character's health points, and many have some secondary benefit too, particularly the food has been prepared properly. Food cannot be consumed during combat—ducking gunfire or parrying a super mutant's sledgehammer is the kind of situation which doesn't leave time for snacks. Outside of combat, you may eat a single food item per scene—eating too much in one sitting is liable to cause problems.

Food Items

ITEM	HP HEALED	OTHER EFFECTS	IRRADIATED?	WEIGHT	COST	RARITY
Baked Bloatfly	6	+2 Radiation damage resistance	–	<1	15	1
BlamCo Brand Mac and Cheese	4	–	1	<1	10	1
Bloatfly Meat	2	–	1	<1	8	0
Bloodbug Meat	7	–	1	<1	8	1
Bloodbug Steak	10	Max HP +3 until end of following scene	–	<1	18	2
Brahmin Meat	3	–	1	1	28	1
Brain Fungus	3	–	1	<1	6	1
Canned Dog Food	3	–	1	<1	6	0
Carrot	3	–	1	<1	3	1
Cooked Softshell Meat	9	Gain +1 AP at start of next scene	–	<1	40	3
Corn	3	–	1	<1	6	1
Cram	5	–	1	<1	25	1
Crispy Squirrel Bits	6	–	–	<1	6	2
Dandy Boy Apples	3	–	1	<1	7	0
Deathclaw Egg	7	–	1	<1	69	3
Deathclaw Meat	9	–	1	1	110	3

ITEM	HP HEALED	OTHER EFFECTS	IRRADIATED?	WEIGHT	COST	RARITY
Deathclaw Omelette	11	If next scene is combat, regain 1HP at the start of each turn	–	<1	80	4
Deathclaw Steak	14	May re-roll 1d20 on all **STR** tests until end of next scene	–	1	130	4
Fancy Lads Snack Cakes	3	–	1	<1	18	0
Food Paste	7	May re-roll 1d20 on all **END** tests until end of next scene	–	<1	0	2
Gourd	3	–	1	1	6	1
Grilled Radroach	5	–	–	<1	7	1
Grilled Radstag	11	Carry weight increases by +25 until end of next scene	–	1	60	2
Gum Drops	3	–	1	<1	5	0
Iguana Bits	4	–	1	<1	8	1
Iguana on a Stick	6	–	–	<1	33	2
Iguana Soup	10	–	–	1	21	3
InstaMash	4	–	1	<1	20	0
Institute Food Packet	5	–	–	<1	10	2
Melon	3	–	1	1	6	1
Mirelurk Cake	12	Can breathe underwater until end of next scene	–	<1	35	3
Mirelurk Egg	3	–	1	1	0	2
Mirelurk Egg Omelette	7	Immediately add 2 AP to the group pool	–	<1	30	3
Mirelurk Meat	6	–	1	<1	18	1
Mirelurk Queen Steak	14	Reduce the difficulty of all **END** tests by 1 until the end of the next scene	–	1	130	5
Mole Rat Chunks	7	+1 Maximum AP in group pool until the end of the current scene	–	<1	8	1
Mole Rat Meat	5	–	1	<1	5	0
Mongrel Dog Meat	4	–	1	<1	8	0
Mutant Hound Chops	8	Heals 2 Radiation damage	–	<1	12	3
Mutant Hound Meat	5	–	1	<1	8	2
Mutfruit	3	–	1	<1	8	0
Mutt Chops	6	–	–	<1	12	1
Noodle Cup	6	–	–	<1	20	2
Perfectly Preserved Pie	5	–	–	<1	20	3
Pork 'n' Beans	4	–	1	<1	10	0
Potato Crisps	3	–	1	<1	7	0

ITEM	HP HEALED	OTHER EFFECTS	IRRADIATED?	WEIGHT	COST	RARITY
Potted Meat	6	Roll 2 rather than 1 for determining Radiation damage when consumed	1	1	25	0
Queen Mirelurk Meat	10	May re-roll 1d20 on all **END** tests until end of next scene	1	<1	22	4
Radroach Meat	4	–	1	<1	3	0
Radscorpion Egg	6	–	1	<1	48	3
Radscorpion Egg Omelette	9	Cure all addictions	–	<1	65	4
Radscorpion Meat	9	–	1	1	55	2
Radscorpion Steak	12	+2 Energy damage resistance until end of next scene	–	1	65	3
Radstag Meat	8	–	1	1	50	1
Radstag Stew	12	+3 Energy damage resistance until end of next scene	–	1	60	3
Razorgrain	3	–	1	<1	5	1
Ribeye Steak	10	–	–	1	40	2
Roasted Mirelurk Meat	8	Gain +1 AP at start of next scene	–	<1	40	2
Salisbury Steak	5	–	1	<1	20	0
Silt Bean	3	–	1	<1	6	1
Softshell Mirelurk Meat	6	–	1	<1	22	2
Squirrel Bits	4	–	1	<1	4	1
Squirrel on a Stick	7	–	–	<1	15	2
Squirrel Stew	10	–	–	1	24	2
Stingwing Filet	11	May re-roll 1d20 on all **PER** tests until end of next scene	–	<1	35	2
Stingwing Meat	8	–	1	<1	30	1
Sugar Bombs	4	Gain +1 AP at start of next scene	1	<1	11	0
Sweet Roll	4	–	1	<1	9	1
Tarberry	3	–	1	<1	5	3
Tato	3	–	1	<1	7	1
Vegetable Soup	7	+2 Radiation damage resistance until end of next scene	–	1	13	2
Yao Guai Meat	9	–	1	1	85	3
Yao Guai Ribs	13	+2 Physical damage resistance until end of next scene	–	1	90	4
Yao Guai Roast	14	+2 to melee attacks until end of next scene	–	1	110	4
Yum-Yum Deviled Eggs	4	–	1	<1	20	0

BAKED BLOATFLY

A piece of Bloatfly meat, cooked with dry heat. The resultant food is unappetizing but filling and helps absorb radioactive contamination in the body for a while after eating.

BLAMCO BRAND MAC AND CHEESE

A pre-War fast-food product found in the wasteland many years later. the normally found in brightly colored boxes with an image of the food—ready-made macaroni and cheese—on the front.

Sometimes, **preserved** boxes of BlamCo Brand Mac and Cheese can be found. These are identical to the listed version, but are not irradiated, and increase their rarity by +1.

BLOATFLY MEAT

A rough chunk of meat cut from the body of a dead Bloatfly. Filling and nutritious, but unappetizing even when cooked.

Bloatfly meat can be cooked to produce Baked Bloatfly.

BLOODBUG MEAT

A chunk of bloody meat from a Bloodbug, a large and aggressive mutant mosquito that normally preys on livestock and other large animals.

Bloodbug meat can be cooked to produce Bloodbug steak.

BLOODBUG STEAK

A piece of Bloodbug meat cooked over an open flame. If you can stand to eat it, and can ignore the aftertaste, it's reasonably nutritious and even leaves a feeling of renewed vigor and health for a while after eating.

BRAHMIN MEAT

A slab of meat from the two-headed mutant cattle that roam the wastelands. Not massively dissimilar to beef from before the War, though somewhat radioactive due to coming from a mutant animal.

Can be cooked to produce ribeye steak.

BRAIN FUNGUS

An off-white mushroom which resembles a brain, and which tends to be found in clusters growing in dark, dank corners. Slightly irradiated due simply to growing in the wastelands, but otherwise harmless, despite its slightly alarming name and appearance.

Brain fungus is an ingredient in Mentats.

CANNED DOG FOOD

A metal can of processed meat intended to be fed to dogs. Despite being made for dogs, it's entirely edible by humans, and the sealed can keeps the food within preserved and relatively safe to eat for long periods.

CARROT

A slightly mutated form of the common, orange root vegetable. Easy enough to grow in decent quantities, and useful for a variety of recipes, small wasteland farms often include a few carrot patches.

Carrot is a component of several different recipes for food items. Carrots grown in non-irradiated conditions (such as within vaults or similar locations) are not irradiated but increase their rarity by +1.

COOKED SOFTSHELL MEAT

The softer meat from mirelurks, cooked into a rough steak. A high-energy meal, those who eat cooked softshell meat are often invigorated and eager for action for a while afterwards.

CORN

A highly versatile crop cultivated across the Americas for centuries. Corn remains largely unchanged by the War, and it remains a staple of wasteland agriculture.

Corn grown in non-irradiated conditions (such as within vaults or similar locations) is not irradiated but increases its rarity by +1. In addition to its use as food, corn is a main ingredient in vegetable starch, which can be used to make adhesives for crafting.

CRAM

A tin of processed meat produced in vast quantities pre-War to address food shortages and serve as a meat ration for soldiers. The tin, with an easy-open pull tab, helps keep the contents preserved for long periods, making Cram more useful for survivalists and those scavenging for food.

CRISPY SQUIRREL BITS

Chunks of squirrel meat, which have been fried until crispy, often found held together on a skewer. An easy way to get a little nutrition, and not so heavy a meal that it weighs you down while you digest it.

DANDY BOY APPLES

Candied apples produced by the Dandy Boy company. An extremely sweet fruit-based snack packaged in a cardboard box. Normally well-preserved due to the high sugar content, boxes of these can still be found in the ruins of convenience stores and groceries across the wasteland, and in the possession of people who've recently raided said ruined convenience stores and groceries.

DEATHCLAW EGG

A large egg laid by a deathclaw. Dangerous to obtain, as deathclaws lay them and hatch from them, but potentially valuable as they can be used in a few recipes which produce highly nutritious food.

A deathclaw egg is a key ingredient in deathclaw omelettes.

DEATHCLAW MEAT

A cut of meat from a deathclaw. Dangerous to obtain, as it can only be taken from a dead deathclaw or someone who killed a deathclaw, but valuable as they can be extremely nutritious, especially when properly prepared.

Deathclaw meat can be cooked to produce deathclaw steak.

DEATHCLAW OMELETTE

An omelette made from a deathclaw egg. In addition to being highly nutritious, it stimulates the natural healing processes of the body, allowing a person to recover more quickly from harm for a while after eating.

DEATHCLAW STEAK

A slab of cooked deathclaw meat. Sufficiently filling and nutritious that it could easily be your only meal for the day, while also leaving you feeling fitter and stronger for a while after eating.

FANCY LADS SNACK CAKES

Small, frosted cakes, so laden with sugar and other sweeteners than they're essentially preserved forever. Proclaimed in advertising to be "America's Favorite Snackfood", these cakes can be found across the wastelands, in many teeth-achingly sweet varieties.

Sometimes, preserved boxes of Fancy Lads Snack Cakes can be found. These are identical to the listed version, but are not irradiated, and increase their rarity by +1.

FOOD PASTE

In the years before the Great War, several charter schools across America entered an experimental program: The Nutritional Alternative Paste Program (NAPP). Developed by Vault-Tec in conjunction with the Federal Government, this supplied participating schools with a supply of food paste, fortified with vitamins, minerals and all the nutrients a growing body needs, and which would remain unspoiled for over a century.

The paste is a flavorless mush, garish pink in color, and may have unknown long-term effects on psychology or physiology. It does, however, make the body healthier after consumption.

GOURD

A large edible fruit, which is fleshy with a hard skin, like a pumpkin. The pulp inside can be scooped out and eaten or used in cooking, while the outer skin is often carved and used as decoration.

GRILLED RADROACH

A grilled chunk of meat taken from a radroach. Not especially appetizing, especially if you know where it came from, but sufficiently nutritious and filling for those with few other choices.

GRILLED RADSTAG

A grilled rack of ribs from a radstag. Easy enough to make when you've got the main ingredient—radstag meat—but tasty and satisfying enough that your burdens feel a little lighter once you've finished eating.

GUM DROPS

A pre-War confection, gum drops are small drops of congealed gelatin sweetened and flavored with a variety of overpowering flavors. The most common variety to survive the War, ironically, were labelled as radioactive for their powerful sour flavor. Long years sat in cupboards and on shelves has made this more literal, however.

IGUANA BITS

Chunks of raw iguana meat, in a small can or another sealed container. At least, you *hope* that's iguana meat. You don't see many iguanas around.

Iguana bits are an ingredient in Iguana on a Stick and Iguana Soup.

IGUANA ON A STICK

Chunks of iguana meat on a wooden skewer, which have then been cooked. Not the best meal, but it'll do the trick if you're desperate or need to secure the loyalty of a canine companion.

IGUANA SOUP

A soup made with carrot and iguana bits. A more satisfying meal than any of the ingredients would have been alone.

INSTAMASH

A packet of freeze-dried powdered mashed potato still sealed inside its cardboard box. Just add water!

Sometimes, preserved boxes of InstaMash can be found. These are identical to the listed version, but are not irradiated, and increase their rarity by +1.

INSTITUTE FOOD PACKET

A small white box of food marked with the symbol of the Institute. Each box contains enriched ration bars filled with essential nutrients. Each ration bar contains your daily requirements of forty different vitamins, minerals, and nutrients, which are listed on the back of the box.

MELON

A large, green, juicy fruit with a hard outer rind. Melons are grown in wasteland farms, or found growing wild in the wasteland. Either way, once cut open they're often very satisfying, sating hunger and quenching thirst all in one go.

Melons grown in non-irradiated conditions (such as within vaults or similar locations) are not irradiated but increase their rarity by +1.

MIRELURK CAKE

Flakes and fragments of mirelurk meat, mixed with mirelurk egg to bind it together into a patty and then cooked. In addition to some modest nutritional value, eating mirelurk cake allows you to survive underwater for longer.

MIRELURK EGG

Eggs found in mirelurk nests. Normally found in clutches of 2-3, these eggs hatch into mirelurk hatchlings if left undisturbed.

Mirelurk eggs are a key ingredient of both Mirelurk Egg Omelette and Mirelurk Cake.

MIRELURK EGG OMELETTE

An omelette made from a mirelurk egg. In addition to their nutritional value, when properly prepared, these omelettes can leave you feeling energized and ready for action.

MIRELURK MEAT

The meat from dead mirelurks. This tends to be tougher and of poorer quality than the meat which comes from the weaker softshell mirelurk, but it is still entirely edible.

Mirelurk meat is a key ingredient in Mirelurk Cake and can be cooked to produce roasted mirelurk meat.

MIRELURK QUEEN STEAK

The rare, nutrient-rich meat of a mirelurk Queen, when properly prepared, can fortify the body and provide a surge of health and vitality, making you feel healthier and more resilient for a while after eating.

MOLE RAT CHUNKS

Pieces of mole rat meat which've been cooked over a fire. The meat is somewhat tough and chewy, but leaves a feeling of vigor, as if your reserves of stamina have increased.

MOLE RAT MEAT

A chunk of meat taken from a dead mole rat.

Mole rat meat can be cooked to make Mole Rat Chunks.

MONGREL DOG MEAT

A chunk of meat taken from a mongrel dog.

Mongrel Dog Meat can be cooked to make Mutt Chops.

MUTANT HOUND CHOPS

A piece of mutant hound meat cooked to make it safer to eat. For reasons unknown, once cooked, the meat helps absorb radiation already in the body, lessening the effects of radiation poisoning. This effect doesn't compare to proper anti-radiation meds like RadAway, but it can be useful to have a few on hand to soak up the radiation you picked up during an excursion.

MUTANT HOUND MEAT

A cut of meat taken from a dead mutant hound. This meat's off-green color and lumpy texture suggests that it would be quite unpleasant to eat. Eaten raw, it contains a fair amount of radiation and is unpalatable. Cooked, they're still not the tastiest food, but they're not hazardous.

Mutant Hound Meat can be cooked to make Mutant Hound Chops.

MUTFRUIT

Pronounced "mute-fruit", and short for mutated fruit, mutfruit is a mutated form of apple, which comes in several different varieties depending on where you are. These different varieties are cultivated for their sweet flavor, their use in cooking, and even medicinal properties in some rare cases.

Mutfruit is part of a few different recipes, including being turned into Mutfruit Juice.

Mutfruits grown in non-irradiated conditions (such as within vaults or similar locations) are not irradiated but increase their rarity by +1.

MUTT CHOPS

Cuts of mongrel dog meat cooked to make them more nutritious and edible.

NOODLE CUP

A simple cup of noodle soup.Moderately filling and thirst-quenching, and simple enough to make if you can find the ingredients.

PERFECTLY PRESERVED PIE

Contained within the storage of a Port-A-Diner, this slice of fruit pie has been shielded from the radioactive environment since before the Great War, meaning that isn't irradiated at all. Copious quantities of preservatives were used in making the pie, so it's still as edible as it was the day it was made.

PORK 'N' BEANS

A can containing a complete meal: beans stewed in a tomato sauce with chunks of cured pork belly. The tin may be slightly rusted, and the label has partly fallen off due to age and water damage, but the contents are still as edible as ever, though moreso if warmed up first.

POTATO CRISPS

A can of salted or flavored potato chips, sealed in an inert environment for freshness. A common snack pre-War, you can still find the odd pack of these in most places where people lived or worked.

POTTED MEAT

A small metal tin of mixed processed meat, typically containing mixtures of meat from brahmin, radstags, mole rats, mongrel dogs, and anything else the maker can get their hands on (some of which may not be fit for human consumption).

Special: Roll 2 when determining if the food inflicts Radiation damage, rather than 1 . You suffer 1 Radiation damage, ignoring damage resistance, for each Effect rolled.

QUEEN MIRELURK MEAT

The meat from a dead mirelurk Queen. This meat can make for a great feast, as it is nutrient rich and incredibly filling, leaving a sense of health and wellbeing in any who eat it, even raw. When cooked, these effects are even more pronounced.

Queen mirelurk meat can be cooked to produce Mirelurk Queen Steak.

RADROACH MEAT

Meat from the mutated, irradiated cockroaches known commonly as radroaches. The meat is mildly radioactive and offers little in the way of nourishment or satisfaction, and it isn't especially appetizing either. Cooking it provides only a marginal improvement.

Radroach meat can be cooked to make Grilled Radroach.

RADSCORPION EGG

The egg of a radscorpion. Not easy to get hold of, as they tend to be found in places where there are radscorpions.

Radscorpion Eggs can be used to make Radscorpion Egg Omelette.

RADSCORPION EGG OMELETTE

Made from a radscorpion egg, these omelettes are highly prized by those who make considerable use of combat drugs, as something about the food cleanses the body to remove chemical dependencies and addictions.

RADSCORPION MEAT

Meat taken from inside the carapace of a radscorpion, normally form the tail or one of the legs where it's easier to get to. Difficult to obtain, as it requires killing a radscorpion or taking it from something that killed a radscorpion.

Radscorpion meat can be cooked to make Radscorpion Steak.

RADSCORPION STEAK

A cooked slab of radscorpion meat. The process of cooking the meat has reduced the radiation within below dangerous levels and enhanced the nutritional value. Further, eating Radscorpion Steak heightens your resistance to extreme heat for a while.

RADSTAG MEAT

A piece of meat cut from the body of a dead radstag. It's bulky but can produce nutritious and satisfying meals.

Radstag meat can be cooked to make Grilled Radstag or used as an ingredient to make Radstag Stew.

RADSTAG STEW

Strips of radstag meat, with vegetables and some alcohol, cooked to make a thick, hearty stew. Filling and satisfying, the stew also help fortify the body, making you more resistant to extreme heat for a while.

RAZORGRAIN

A tall, fast-growing grass similar to wheat, which can be ground down to make flour for making bread and other staple foods.

Razorgrain is an ingredient in a few recipes.

RIBEYE STEAK

A grilled piece of meat from a brahmin. The closest thing to a pre-War steak you're likely to find, a good piece of grilled brahmin makes for a satisfying meal.

ROASTED MIRELURK MEAT

A cooked portion of meat from a mirelurk. Though not to the same extent as the softshell meat, roasted mirelurk meat invigorates the body and mind and leaves you ready for action.

SALISBURY STEAK

A ready-to-eat meal of ground beef mixed with breadcrumbs, onion, and egg, served with gravy. The meal is pre-packaged, preserved, and sealed for freshness, and requires only heat to be made properly edible again.

Sometimes, *preserved* boxes of Salisbury Steak can be found. These are identical to the listed version, but are not irradiated, and increase their rarity by +1.

SILT BEAN

Growing from the vine of a silt bean plant, silt beans are red-brown pods of legumes growing in the wilderness. They're not easily cultivated for farming, though many have tried. The beans are an ingredient in a few recipes, such as radstag stew.

SOFTSHELL MIRELURK MEAT

Meat from a softshell mirelurk. Compared to normal mirelurk meat, this is especially tender and flaky, and makes for a much more satisfying food.

Softshell Mirelurk meat can be cooked to produce Cooked Softshell Meat.

SQUIRREL BITS

A few scraps and chunks of squirrel meat. Squirrels, not being especially large creatures, do not have much meat on them.

Squirrel bits can be cooked to make Crispy Squirrel Bits, Squirrel on a Stick, or Squirrel Stew.

SQUIRREL ON A STICK

Chunks of squirrel meat skewered on a thin piece of wood for cooking, and then roasted over an open flame. Not enough meat for a decent meal, but certainly enough for a snack.

SQUIRREL STEW

Chunks of squirrel meat, along with carrot, tato, and some bloodleaf, cooked together to create a thick stew. More filling and appetizing than the ingredients individually.

STINGWING FILET

A cooked piece of stingwing meat. Not the most appetizing of foods, but surprisingly useful for those surviving in the wastelands, as it can sharpen the senses and make you feel more aware of your surroundings.

STINGWING MEAT

Meat taken from the body of a stingwing, a mutated scorpionfly with a nasty sting. Doesn't look especially tasty, but it cooks reasonably well once you've pried the exoskeleton off.

Stingwing meat can be cooked to create Stingwing Filet.

SUGAR BOMBS

A pre-War breakfast cereal with "explosive great taste", the box contains little cereal shapes resembling stylized atomic bombs coated in copious amounts of sugar. Some boxes claim to contain a prize inside.

Sometimes, *preserved* boxes of Sugar Bombs can be found. These are identical to the listed version, but are not irradiated, and increase their rarity by +1.

SWEET ROLL

A small, sweetened pastry or baked confection normally made as a treat for children or people who need a bit of cheering up.

TARBERRY

Small purple berries of the Tarberry plant, a water-grown crop similar to pre-War cranberries. A useful ingredient in several recipes, but difficult to cultivate in any location without a decent supply of reasonably clean water. Communities able to grow tarberries often need to protect their crop from raiders

TATO

A mutated hybrid of the pre-War tomato and potato plants, with the stem and reddish skin of the former and the brownish flesh of the latter. Tatos provide decent nutrition, but taste disgusting. However, they're relatively easy to grow and thus are a staple of wasteland agriculture and is an ingredient in a variety of recipes.

VEGETABLE SOUP

A simple soup made with carrot and tato. A reasonably filling meal, sating both hunger and thirst, while also helping to fortify the body against radiation poisoning for a while.

YAO GUAI MEAT

Another dangerous meat to obtain, Yao Guai meat comes from the bodies of slain Yao Guai, a ferocious mutated form of bear that roams the wastelands. The meat is highly prized and nutritious, though still irradiated if consumed raw.

Yao Guai meat can be cooked to make Yao Guai Ribs or Yao Guai Roast.

YAO GUAI RIBS

A rack of ribs made with Yao Guai meat. Yao Guai ribs are both a satisfying meal and inspire a sense of invincibility, while also boosting your tolerance for pain for a short while.

YAO GUAI ROAST

A roasted piece of Yao Guai meat cooked with carrot and tato. An extremely filling and satisfying meal, and many have claimed that it heightens their killer instinct and ability to inflict harm for a while after eating.

YUM-YUM DEVILED EGGS

Hard-boiled eggs stuffed with a spicy filling, which were preserved and sealed for freshness before the Great War.

BEVERAGES

Beverages typically restore some of a character's health points, or have some other benefit, with a few doing both. Unlike food, drinks can be consumed during combat, but downing a whole bottle of Nuka-Cola or a beer takes a major action, as it's not as quick and efficient as using a chem. You can only drink a single beverage each scene, as you're not thirsty enough for another drink.

Most of a beverage lasts until the end of the current scene. The exceptions to this are effects which occur instantly, such as HP healed, AP gained, healing radiation damage, or curing addictions.

Many of the beverages listed in this section are **Alcoholic**. All alcoholic drinks have the same effect: Until the end of the scene, you may re-roll 1d20 on **STR** and **CHA** tests, but increase the difficulty of **INT** tests by +1. In addition, alcoholic drinks are addictive: after drinking the beverage, roll a few equal to the number of alcoholic drinks you've consumed during this session. If two or more Effects are rolled, you are addicted, and add +1 to the difficulty of **CHA** and **AGI** tests while not under the effects of an alcoholic drink. The Party Boy/Party Girl perk (p.69) renders you immune to alcohol addiction.

Beverage Items

ITEM	HP HEALED	OTHER EFFECTS	IRRADIATED?	WEIGHT	COST	RARITY
Beer	0	Alcoholic	–	1	5	1
Blood Pack	3	–	–	<1	10	2
Bourbon	0	Alcoholic, Reroll 1d20 on **END** tests	–	1	7	2
Brahmin Milk	1	Heals 2 Radiation damage	–	<1	15	2
Dirty Wastelander	0	Alcoholic, Reduce difficulty of all **STR** tests by 1 and increase difficulty of all **INT** tests by 2 (in total)	–	1	10	3
Dirty Water	2	–	1	<1	5	0
Glowing Blood Pack	4	+5 to Radiation damage resistance	–	<1	30	3
Irradiated Blood	3	Roll 2 rather than 1 for determining Radiation damage when consumed	1	<1	50	2
Melon Juice	3	Heal 1HP at the start of each turn	–	<1	6	2
Moonshine	0	Alcoholic, +2 Max HP	–	<1	30	3
Mutfruit Juice	3	Reroll 1d20 on all AGI tests	–	<1	8	2
Nuka-Cherry	3	Immediately gain +2 AP	1	1	40	3
Nuka-Cola	2	Immediately gain +1 AP	1	1	20	2
Nuka-Cola Quantum	10	Immediately gain +5 AP	1	1	50	5
Purified Water	3	–	–	<1	20	1
Refreshing Beverage	11	Heals 10 Radiation damage, Cures all addictions	–	1	110	5
Rum	0	Alcoholic, Reroll 1d20 on AGI tests	–	1	8	2
Tarberry Juice	3	Immediately gain +6 AP	–	<1	5	4

ITEM	HP HEALED	OTHER EFFECTS	IRRADIATED?	WEIGHT	COST	RARITY
Tato Juice	3	Group AP pool can hold 1 AP more than normal	–	<1	7	3
Vodka	2	Alcoholic	–	1	5	3
Whiskey	0	Alcoholic, Reroll up to two d20 on STR tests (in total)	–	1	5	3
Wine	0	Alcoholic, Immediately gain +1 AP	–	1	5	3

Maximum HP

Some consumables increase your Maximum Health Points for a short while. Here's how that works.

When you increase your Maximum HP, you gain the same amount of additional *current* HP: so, if you've got a Maximum HP of 12, but only 8 HP currently, taking something which gives you +2 Max HP means you've now got Maximum HP of 14 and 10 HP currently.

When the effect ends, your Maximum HP is reduced back to normal, but your current HP remains unchanged unless it is above your maximum (in which case, it is reduced to your maximum).

BEER

One of the oldest beverages created by humans, beer is a carbonated alcoholic drink made from fermented cereal grains, popular pre-War to relax after a hard day's work or during a sunny afternoon. Ale, beer, lager, stout, and a variety of similar beverages all have distinct combinations of ingredients, and each have their own proponents, but the effects are largely the same.

You receive 1 cap upon opening and drinking a bottle of beer.

BLOOD PACK

A sealed, sterile plastic bag of preserved blood used pre-War for blood transfusions. Not the most conventional of beverages, but useful if you're desperate. Some people come to like the taste.

BOURBON

A distinctly American type of whiskey, bourbon is a barrel-aged, distilled spirit made mainly of corn. Pre-War, those who favored it tended to get a reputation as being tough or rugged.

BRAHMIN MILK

Milk from a brahmin. This drink is a true lifesaver, as it has properties that cleanse radiation poisoning from the body… at least, if it hasn't spoiled yet.

DIRTY WASTELANDER

An extremely potent alcoholic beverage, made from a blend of whiskey, Nuka-Cola, and Mutfruit, which has much the same effect as most alcoholic drinks… just moreso.

DIRTY WATER

Water, collected from rivers, lakes, swimming pools, and any other unfiltered water source. It's not recommended to drink dirty water without filtering or boiling it, as it contains a fair amount of radiation… but water is scarce in some places and the choice of clean water isn't always available.

GLOWING BLOOD PACK

A blood bag filled with a luminescent green fluid. If you can stomach the acrid, metallic taste, they have potent restorative properties and help protect the body against radiation poisoning for a short while.

IRRADIATED BLOOD

A blood bag filled with discolored—often green—blood-like fluid. About as useful a beverage as a normal blood pack, but highly irradiated.

- **Special:** Roll 2 when determining if the drink inflicts Radiation damage, rather than 1. You suffer 1 Radiation damage, ignoring damage resistance, for each Effect rolled.

MELON JUICE

Juice made from pressing the pulp of a melon. A refreshing and healthy drink, which promotes the body's natural healing.

MOONSHINE

Largely a slang term for high-proof distilled spirits produced in illicit or makeshift manner. Due to their unorthodox and improvised origins, moonshine can be dangerous to consume, often contaminated with dangerous chemicals. The stuff that doesn't kill you… will probably render you insensible and impervious to pain if it doesn't knock you out entirely.

MUTFRUIT JUICE

Juice made from pressing the pulp of a mutfruit. A sharp and invigorating drink, which wakes up the mind and helps get the body moving.

NUKA-CHERRY

Produced by the Nuka-Cola Corporation after it bought the patent for a rival beverage, Merle's Very Cherry Soda, Nuka-Cherry is a blend of the typical beloved Nuka-Cola recipe with a distinctive cherry flavoring and a bright red color. The refreshing taste and high sugar and caffeine contents of the drink make it an ideal pick-me-up for those needing a burst of energy.

You receive 1 cap upon opening and drinking a bottle of Nuka-Cherry.

Nuka-Cola Addiction

There are numerous reported instances of addiction to Nuka-Cola, with excessive consumption causing painful headaches in those who go too long without a bottle of that thirst-zapping beverage. This, however, doesn't happen in the same way as other addictions such as to alcohol or to chems like Jet.

In game terms, Nuka-Cola addiction is something that may afflict NPCs you encounter, but it isn't something player characters risk suffering from.

NUKA-COLA

First entering the market in 2044, Nuka-Cola rapidly became the number one soft drink in the United States and was the most popular beverage in the world soon after. A combination of seventeen fruit essences, precisely balanced to enhance the classic cola flavor. Each bottle contains 120% of the recommended daily amount of sugar, and excessive amounts of caffeine, but is also fortified with vitamins, minerals and "health tonics". Due to its popularity, it can still be found in vast quantities in the wasteland, and it is still popular even if the bottles are now warm and the carbonated fizz went flat long ago.

You receive 1 cap upon opening and drinking a bottle of Nuka-Cola.

NUKA-COLA QUANTUM

Introduced the same day the bombs fell, and thus difficult to find, Nuka-Cola Quantum was the newest flavor of Nuka-Cola to be released to the public, with twice the calories, twice the carbohydrates, twice, the caffeine, and twice the taste. The drink's distinctive blue glow comes from the (safe for human consumption) isotope additive developed by beverageers working with the United States military. Most bottles found were from special pre-release batches sent to chosen retailers or found in trucks in the process of shipping the product. The drink's effects are extremely potent.

You receive 1 cap upon opening and drinking a bottle of Nuka-Cola Quantum.

PURIFIED WATER

Water which has been cleansed of any contaminants or radiation. Sometimes found in sealed cans or bottles in the wasteland, but often produced by taking water from other sources and boiling or filtering it. Locations with water pumps tend to tap into uncontaminated aquifers deep underground, giving them a consistent supply of clean water highly sought-after by survivors in the wasteland. In places where water is scarce, access to purified water is a precious commodity.

REFRESHING BEVERAGE

A mysterious panacea made from medical supplies, this chemical concoction restores health and cleanses the body of radiation and chemical dependencies. The recipe has spread across the wasteland by word of mouth, but it requires numerous ingredients to produce, so it remains rare.

RUM

A liquor made from fermenting then distilling sugarcane molasses. Rum has strong historic ties to naval and maritime traditions, though there are few boats left that ply the irradiated seas, so it turns up often in coastal regions, particularly near to old harbors and ports.

TARBERRY JUICE

Juice made from pressing tarberries. Drinking Tarberry juice has a potent stimulant effect, making the drinker energetic and ready for action.

TATO JUICE

Juice made from pressing Tatos. Despite the unpleasant taste, Tato juice is a fine way to prepare for vigorous action, as it allows the drinker to dig more deeply into reserves of stamina and push themselves further.

VODKA

A clear distilled alcoholic beverage, made from fermented rye, wheat, potatoes, or sugar beet molasses, typically imported from the Soviet Union Pre-War.

WHISKEY

A triple-distilled alcoholic beverage made using grain mash. Pre-War versions were created across the United States and beyond. Some wasteland distilleries exist producing post-War versions using corn and razorgrain.

WINE

An alcoholic beverage made from the fermentation of grape juice. There are numerous pre-War vintages to be found across the wasteland, often collected by the wealthy before the bombs fell, and a survivor who stumbles across an intact wine cellar can enjoy a drunken stupor for weeks or months.

CHEMS

Chems are chemicals which benefit or enhance the user in some way, and are all some form of drug, stimulant, or medication.

Chems can be administered to yourself or someone else (who must be willing) within Reach using the Take Chem minor action. A chem's effects are Instant (they have an effect as soon as they're taken, and then the effect ends), Brief (the end of your current turn, or the end of the recipient's next turn), or Lasting (the effect lasts until the end of the current scene).

The benefits of chems do not stack: if two chems provide the same benefit, or you take two doses of the same chem, whichever was taken most recently takes precedence.

Many chems are addictive. When you take an addictive chem, roll a number of equal to the number of doses you've taken this session. If you roll a number of Effects that equals or exceeds that chems addiction number (noted after "Yes" in the "Addictive?" column below), you have become addicted to that chem. Each chem lists the addiction effects in their descriptions, below

Chem Duration

The Chemist perk (p.62) and the BioCommMesh armor upgrade (p.136) both increase the duration of chems taken.

This does not affect chems with an Instant duration.

Chems with a duration of Brief lasts one round. If the character has the armor upgrade *or* used a chem made by a Chemist character, then this is doubled to up to two rounds (so, until the end of your *next* turn, or until the recipient has taken two full turns under the effects of the chem).

Chems with a duration of Lasting lasts until the end of the next scene instead of the end of the current scene.

Chem Items

ITEM	EFFECTS	DURATION	ADDICTIVE?	WEIGHT	COST	RARITY
Addictol	Removes all addictions	Instant	No	<1	125	3
Antibiotics	Cures all illnesses	Instant	No	<1	75	3
Berry Mentats	Reduce the difficulty of INT tests by 2 (minimum 0)	Lasting	Yes 2	<1	60	3
Buffjet	Reduce the difficulty of all STR and END tests by 1 (minimum 0). +4 Max HP, Gain 3 AP immediately (lost if not spent), Extra actions cost 1 less AP	Brief	Yes 1	<1	75	4
Buffout	Re-roll 1d20 on all STR and END tests, +3 Max HP	Lasting	Yes 2	<1	45	2
Bufftats	Reduce the difficulty of all STR, PER, and END tests by 1 (minimum 0), +4 Max HP	Lasting	Yes 1	<1	75	4
Calmex	Re-roll 1d20 on all PER and AGI tests, +2 to sneak attack damage	Lasting	Yes 1	<1	100	4
Daddy-O	Reduce the difficulty of all PER and INT tests by 1 (minimum 0), +1 difficulty to CHA tests	Lasting	Yes 1	<1	50	2

ITEM	EFFECTS	DURATION	ADDICTIVE?	WEIGHT	COST	RARITY
Day Tripper	Reduce the difficulty of **CHA** and **LCK** tests by 1 (minimum 0), +1 difficulty to **STR** tests	Lasting	Yes 1	<1	40	3
Fury	+3 Physical damage resistance. +3 to melee damage, +2 difficulty to all **PER** tests	Lasting	Yes 1	<1	30	4
Grape Mentats	Reduce the difficulty of CHA tests by 2, to a minimum of 0, Re-roll 1d20 on Barter tests.	Lasting	Yes 2	<1	60	3
Healing Salve	Heals 2 HP (see description)	Instant	No	<1	20	1
Jet	Extra actions cost 1 less AP	Brief	Yes 2	<1	50	2
Jet Fuel	Gain 1 free AP at the start of each turn	Lasting	Yes 1	<1	60	3
Med-X	+3 Physical damage resistance	Lasting	Yes 2	<1	50	2
Mentats	Re-roll 1d20 on **PER** and **INT** tests	Lasting	Yes 3	<1	50	2
Orange Mentats	Reduce the difficulty of **PER** tests by 2 (min. 0), Aim minor action lets you re-roll one additional d20.	Lasting	Yes 2	<1	60	3
Overdrive	+3 damage to all attacks, May re-roll up to 3 per damage roll	Lasting	Yes 1	<1	55	3
Psycho	+2 damage to all attacks, +3 Physical damage resistance	Lasting	Yes 2	<1	50	2
Psycho Jet	+2 damage to all attacks, +4 Physical damage resistance. Gain 4 AP immediately (lost if not spent)	Brief	Yes 1	<1	70	4
Psychobuff	+2 damage to all attacks, +4 Max HP.Reduce difficulty of all **STR** and **END** tests by 1 (minimum 0).	Lasting	Yes 1	<1	70	4
Psychotats	+2 damage to all attacks, +2 Physical damage resistance, Reduce difficulty of **PER** tests by 1 (min. 0)	Lasting	Yes 1	<1	70	4
Rad-X	+6 Radiation damage resistance	Lasting	No	<1	40	2
Rad-X (Diluted)	+3 Radiation damage resistance	Lasting	No	<1	25	1
RadAway	Heals 4 Radiation damage (see description)	Instant	No	<1	80	2
RadAway (Diluted)	Heals 2 Radiation damage (see description)	Instant	No	<1	50	1
Skeeto Spit	+2 Max HP	Lasting	No	<1	40	2
Stimpak	Heals 4 HP (see description)	Instant	No	<1	50	2
Stimpak (Diluted)	Heals 2 HP (see description)	Instant	No	<1	30	1
Super Stimpak	Heals 8 HP (see description)	Instant	No	<1	90	4
Stimpak Diffuser	Heals 4 HP to all within Close range	Instant	No	<1	200	5
Ultra jet	Gain 6 AP immediately (lost if not spent), Extra actions cost 1 less AP	Brief	Yes 3	<1	67	2
X-Cell	First d20 bought on all tests is free	Lasting	Yes 1	<1	60	4

ADDICTOL

A powerful and effective pre-War medicine which cleanses the body of the effects of addiction and the withdrawal symptoms that accompany it. It doesn't, however, prevent subsequent addictions, especially in the cases of long-term or habitual drug abuse. It can take some time to work, especially in severe cases, and tends to have a few side-effects, such as nausea and dizziness, while it is taking effect.

ANTIBIOTICS

A dose of potent, broad-spectrum antibiotics that'll help clear out pretty much any infection or disease. Taking too many can be damaging to health overall, but these are rare enough that taking too many is rarely a problem.

BERRY MENTATS

A portion of Mentats reformulated to promote brain activity and memory.

- **Mentat Addiction:** A failed addiction roll renders you addicted to Mentats. You increase the difficulty of all **CHA** tests by +1 whenever you are not under the effects of a type of Mentat (ordinary Mentats, or the Berry, Grape, or Orange versions).

BUFFJET

A potent, if highly addictive mixture of Buffout and Jet, providing a boost to physical prowess, heightened reflexes, and a burst of adrenaline.

- **Buffout Addiction:** A failed addiction roll renders you addicted to Buffout. You increase the difficulty of all **STR** and **END** tests by +1 whenever you are not under the effects of a type of Buffout (Buffout, Buffjet, or Bufftats).

BUFFOUT

A powerful and quick-acting steroid which gained popularity with athletes prior to the Great War. For a few minutes, it makes one stronger and tougher.

- **Buffout Addiction:** A failed addiction roll renders you addicted to Buffout. You increase the difficulty of all **STR** and **END** tests by +1 whenever you are not under the effects of a type of Buffout (Buffout, Buffjet, or Bufftats).

BUFFTATS

An addictive cocktail of Buffout steroids and Mentats, heightening both physical prowess and awareness.

- **Buffout Addiction:** A failed addiction roll renders you addicted to Buffout. You increase the difficulty of all **STR** and **END** tests by +1 whenever you are not under the effects of a type of Buffout (Buffout, Buffjet, or Bufftats).

CALMEX

A light tranquilizer used to calm the nerves. It isn't potent enough to function as a painkiller, but a dose can quiet anxieties and fears, keeping panic from disturbing delicate activities.

- **Calmex Addiction:** A failed addiction roll renders you addicted to Calmex. You suffer complications on **AGI** tests on all rolls of 18 or higher whenever you are not under the effects of Calmex.

DADDY-O

Popular with beatniks and intellectuals before the Great War, Daddy-O heightens the user's cognitive faculties, making them more alert and more able to process information, but users tend to hyper-focus on the tasks in front of them, making it awkward to interact with them.

- **Daddy-O Addiction:** A failed addiction roll renders you addicted to Daddy-O. You increase the difficulty of all **PER** and **INT** tests by +1 whenever you are not under the effects of Daddy-O.

DAY TRIPPER

A mild pre-War relaxant and hallucinogen, Day Tripper was favored by Americans seeking a brief escape from reality. The resulting high made users more laid-back and relaxed, while also making them less inclined to exert themselves physically. It was popular amongst many social groups during the stresses of the Great War, food riots, and general societal problems in the years before the bombs fell.

- **Day Tripper Addiction:** A failed addiction roll renders you addicted to Day Tripper. You increase the difficulty of all **CHA** and **LCK** tests by +1 whenever you are not under the effects of Day Tripper.

FURY

An extremely powerful combat stimulant, Fury grants users a sense of invincibility, rendering them nearly immune to pain and recklessly dangerous in melee combat, while also rendering them largely oblivious to everything else as well.

- **Fury Addiction:** A failed addiction roll renders you addicted to Fury. You increase the difficulty of all **STR** and **PER** tests by +1 whenever you are not under the effects of Fury.

GRAPE MENTATS

A tin of Mentats, their formula altered to reduce social anxiety, boost confidence, and make users more aware of body language and other social cues.

- **Mentat Addiction:** A failed addiction roll renders you addicted to Mentats. You increase the difficulty of all **CHA** tests by +1 whenever you are not under the effects of a type of Mentat (ordinary Mentats, or the Berry, Grape, or Orange versions).

HEALING SALVE

A salve or ointment which can be applied to reduce pain and speed recovery from injury, typically made from several natural herbal ingredients.

- **Use:** Healing salve can be used in one of two ways: it can be applied using the Take Chem minor action, healing 2 HP immediately, or it can be applied as part of a First Aid action, adding +2 to the number of HP healed overall.

JET

Jet is an inhaled stimulant which creates an altered state of consciousness where time appears to slow, heightening reflexes and allowing the user to act more quickly during a moment of crisis.

- **Jet Addiction:** A failed addiction roll renders you addicted to Jet. You increase the difficulty of all **AGI** tests by +1 whenever you are not under the effects of a type of Jet (Jet, or Jet Fuel; Ultra Jet has a different addiction effect).

Ghouls and Chems

Due to the regenerative properties of their bodies, Ghouls are not affected by most chems in quite the same way.

- Ghouls receive the benefits of Stimpaks and other healing items normally.
- Rad-X and RadAway have no obvious effect on Ghouls, due to their immunity to radiation.
- Addictol and Antibiotics work normally, but Ghouls are less likely to get addicted, and are not affected by many diseases.
- Any Ghoul attempting to use any other kind of chem must use two doses to get the effect: their bodies 'fix' any changes caused by chems too quickly otherwise.

JET FUEL

A volatile variant of Jet, Jet Fuel provides a massive burst of energy in the user, allowing them to act more swiftly and decisively.

- **Jet Addiction:** A failed addiction roll renders you addicted to Jet. You increase the difficulty of all **AGI** tests by +1 whenever you are not under the effects of a type of Jet (Jet, or Jet Fuel; Ultra jet has a different addiction effect).

MED-X

Med-X is a potent opiate analgesic which significantly reduces both the perception of pain and the natural emotional response to pain. In short, it's a powerful painkiller.

- **Med-X Addiction:** A failed addiction roll renders you addicted to Med-X. You increase the difficulty of all **AGI** tests by +1, and suffer +1 additional damage from all physical attacks whenever you are not under the effects of Med-X.

MENTATS

Mentats were a popular recreational and performance-enhancing drug before the Great War, which enhance memory and speed mental processes. It was popular amongst students studying for exams, and amongst armchair philosophers and those in jobs requiring intensive thought. The effect lasts only a short time, leaving the user feeling tired and unfocused afterwards, and they are addictive by design, with withdrawal causing migraines and irritability.

- **Mentat Addiction:** A failed addiction roll renders you addicted to Mentats. You increase the difficulty of all **CHA** tests by +1 whenever you are not under the effects of a type of Mentat (ordinary Mentats, or the Berry, Grape, or Orange versions).

ORANGE MENTATS

A variant of Mentats which heighten awareness and sensory acuity.

- **Mentat Addiction:** A failed addiction roll renders you addicted to Mentats. You increase the difficulty of all **CHA** tests by +1 whenever you are not under the effects of a type of Mentat (ordinary Mentats, or the Berry, Grape, or Orange versions).

OVERDRIVE

An enhanced form of Psycho which massively stimulates aggression, making the user more dangerous in combat.

- **Overdrive Addiction:** A failed addiction roll renders you addicted to Overdrive. You increase the difficulty of all **STR** and **AGI** tests by +1 whenever you are not under the effects of Overdrive.

PSYCHO

A potent combat stimulant created by the U.S. Army to enhance the effectiveness of their soldiers. It's still common in the wasteland, as the post-War plant Hubflower has proven to replicate several of the ingredients of the pre-War version. Psycho stimulates aggression and dulls pain receptors, allowing the user to fight harder with less care for their own safety.

- **Psycho Addiction:** A failed addiction roll renders you addicted to Psycho. You increase the difficulty of all **STR** tests by +1 and suffer +1 damage from all physical attacks whenever you are not under the effects of a type of Psycho (ordinary Psycho, Psycho Jet, Psychobuff, or Psychotats).

PSYCHO JET

A powerful, addictive cocktail of Psycho and Jet, which enhances aggression, dulls pain, and augment's a target's reflexes and energy levels. The effect lasts only for a short while—under a minute—but the effects are always an explosive burst of extreme violence.

- **Psycho Addiction:** A failed addiction roll renders you addicted to Psycho. You increase the difficulty of all **STR** tests by +1 and suffer +1 damage from all physical attacks whenever you are not under the effects of a type of Psycho (ordinary Psycho, Psycho Jet, Psychobuff, or Psychotats).

PSYCHOBUFF

A highly addictive cocktail of Psycho and Buffout steroids, combining the effects of the two drugs to produce a period of extreme strength, durability, and aggression.

- **Psycho Addiction:** A failed addiction roll renders you addicted to Psycho. You increase the difficulty of all **STR** tests by +1 and suffer +1 damage from all physical attacks whenever you are not under the effects of a type of Psycho (ordinary Psycho, Psycho Jet, Psychobuff, or Psychotats).

PSYCHOTATS

A cocktail of Psycho and Mentats. The heightened awareness granted by the Mentats and the aggression and pain insensitivity somewhat cancel one another out, but the resultant effects are a short period of high aggression, enhanced sensory acuity, and boosted pain tolerance.

- **Psycho Addiction:** A failed addiction roll renders you addicted to Psycho. You increase the difficulty of all **STR** tests by +1 and suffer +1 damage from all physical attacks whenever you are not under the effects of a type of Psycho (ordinary Psycho, Psycho Jet, Psychobuff, or Psychotats).

RAD-X

A preventative medicine for those intending to enter areas with heightened risk of radiation exposure. A dose can help you resist the effects of radiation, especially when combined with other protective measures. Due to scarcity, it is often found diluted, reducing the effectiveness of a dose but allowing limited supplies to last longer. Diluted Rad-X is about half as effective, but easier to find.

RADAWAY

An intravenous drug which purges radiation from the user's body, absorbing radiation as it circulates through the user's bloodstream. It's also a potent diuretic, expelling the radiation with the user's urine, so it's advisable to drink a lot of (clean) water shortly after taking a dose.

Sometimes encountered in a diluted form, reducing its effectiveness as the user is only taking a partial dose. Diluted RadAway is only about half as effective, but it's easier to find.

- **Use:** RadAway can be used in one of two ways: it can be applied using the Take Chem minor action, healing 4 Radiation damage immediately, or it can be applied as part of a First Aid action, healing 4 Radiation damage in addition to any other healing done (remove Radiation damage before applying other healing effects). Diluted RadAway works in the same way, but only heals 2 Radiation damage.

First Aid

Healing salves, RadAway, and Stimpaks can all be applied during a First Aid action, boosting the effect of that action in a specific way. Only a single chem can be applied during any one First Aid action in this way.

SKEETO SPIT

Derived from the secretions of a Bloodbug, and the curative properties of some wasteland plants, Skeeto Spit is a wasteland remedy which dulls the user's ability to feel pain. It's effective, lasts a reasonable amount of time, and is non-addictive, but it normally has to be homemade as it isn't generally produced in large quantities.

STIMPAK

A stimulation delivery package, or Stimpak, is a form of fast-acting medication used to bolster the body's own healing and recuperative ability, and countless millions were produced for household and workplace

first aid kits, hospitals, clinics, and other places. A wonder of pre-War science, a Stimpak is a single-use syringe filled with a variety of potent healing agents, stimulants, and painkillers, and can be applied in an intravenous or intramuscular fashion: literally stick it anywhere and it'll work. Even so, it a Stimpak is most effective when applied by an Auto-Doc or someone with medical training alongside other treatment.

Sometimes encountered in a diluted form, reducing its effectiveness as the user is only taking a partial dose. Diluted Stimpaks are only about half as effective, but they're easier to find.

- **Use:** A Stimpak can be used in one of two ways: it can be applied using the Take Chem minor action, healing 4 HP or treating an Injury immediately, or it can be applied as part of a First Aid action, healing 4 HP or treating an Injury in addition to any other healing done. Diluted Stimpaks work in the same way, but only heal 2 HP, though they can still treat Injuries as normal.

SUPER STIMPAK

A super Stimpak is an enhanced version of the standard Stimpak, with an additional vial of medicine and a leather strap to secure the needle to the patient's arm during treatment. A more potent cocktail of medication is used in a super Stimpak, allowing it to heal much more effectively.

- **Use:** A super Stimpak can be used in one of two ways: it can be applied using the Take Chem minor action, healing 8 HP or treating up to two Injuries immediately, or it can be applied as part of a First Aid action, healing 8 HP or treating up to two Injuries in addition to any other healing done.

ULTRA JET

An extremely concentrated form of Jet, it is significantly more potent, and affects Ghouls as easily as it does humans due to its potency.

- **Ultra Jet Addiction:** A failed addiction roll renders you addicted to Ultra Jet. You increase the difficulty of all **AGI** tests by +1, and you generate one fewer AP whenever you succeed at a skill test (minimum 0) whenever you are not under the effects of Ultra Jet. This addiction is *permanent* and cannot be cured by any known means.

X-CELL

X-cell was a general-purpose performance enhancer still being developed before the Great War. Development was never finished, but prototype versions were distributed through the black market and by scavengers after the War. It enhances all aspects of a user's abilities for a few minutes, but it is extremely addictive, and the withdrawal symptoms are as far-reaching as the effects.

- **X-Cell Addiction:** A failed addiction roll renders you addicted to X-Cell. You increase the difficulty of all tests by +1 whenever you are not under the effects of X-Cell.

OTHER CONSUMABLES

The following items are other types of consumables which don't fit into the categories above.

Other Consumables

ITEM	EFFECTS	WEIGHT	COST	RARITY
Robot Repair Kit	Heal 4HP to a Robot or Power Armor (see description)	<1	48	2
Stealth Boy	Invisibility (see description)	1	100	3
Stimpak Diffuser	Heals 4 HP to all within Close range	1	100	5

ROBOT REPAIR KIT

A device which can help to repair and reactivate damaged robots or Power Armor. Most robots have internal self-diagnostic and repair protocols, which are activated when the robot performs repairs or is repaired by someone else. A robot repair kit helps jump-start and accelerate these protocols.

- **Use:** A robot repair kit can be used in one of two ways: it can be applied using the Take Chem minor action, healing 4 HP or treating an Injury immediately, or it can be applied as part of a First Aid action, healing 4 HP or treating an Injury in addition to any other healing done. As with any repairs to a robot or Power Armor, this is done using the Repair skill rather than the Medicine skill, but the actions used are otherwise the same.

STEALTH BOY

One of the most interesting technologies developed before the War, the Stealth Boy 3001 is a compact device which generates a modulating refraction field which transmits light from one side of the field to the other. The result is near-perfect active camouflage, ranging from a sort of distorted transparency when moving to almost total invisibility when stationary.

The Stealth Boy was reverse engineered from captured Chinese Stealth Armor during the War, and while the technology was never perfected—even the most advanced Stealth Boy consumes its battery in around 30 seconds—it was still seen to be reliable enough for service.

Long-term use of Stealth Boy technology has been observed to cause permanent neurological changes, resulting in paranoid delusions, hallucinations, and other mental changes.

- **Use:** A Stealth Boy is activated using the Interact minor action. Once active, the device functions for three full turns: your current turn, your next turn, and your turn after that, after which, it ceases to function and is junk. When activated, a Stealth Boy renders you and the equipment you are carrying nearly invisible. Enemies add +2 to the difficulty of all tests to spot you; they may still hear you or notice your presence in other ways if they're looking hard enough. In addition, even if you have been detected, the invisibility increases your Defense by +2.

STIMPAK DIFFUSER

This delivery mechanism allows the contents of a super Stimpak to be dispersed into an aerosol cloud, providing a burst of medicinal vapor over a small area.

- **Use:** When deployed, using the Interact minor action, it produces a cloud which immediately heals 4 HP on everyone (other than robots) within Close range. One super Stimpak is consumed every time the Stimpak diffuser is used.

BOOKS AND MAGAZINES

Books and magazines are old pre-War publications which provided information and entertainment to the masses. In the wasteland, they're a useful source of forgotten or rare information.

When you discover a book or magazine during looting or when trading with someone else, roll to determine which publication it is.

All books and magazines have a Weight of <1, a Cost of 100, and a Rarity of 3.

- **Perks:** When you read a magazine, it grants a temporary perk, a bonus which applies once, normally on a single skill test, a single attack, or other distinct situation. If you have the Comprehension perk (p.62) you have a chance to use the benefit again. Once you used a temporary perk, you may choose to learn it permanently when you next level up; otherwise, you forget it and must find another copy of that magazine to 'remind' yourself of the perk.

¡LA FANTOMA!

An issue of a pre-War comic book, detailing the adventures of ¡La *Fantoma!*, a master of stealth and infiltration.

- **Perk:** When you succeed at a **Sneak** test to avoid notice, you may spend 1 AP to create a distraction somewhere within Medium range; the character who failed the opposed test to detect you heads towards the distraction you created. If you learn this perk, you may use it once per scene.

ASTOUNDINGLY AWESOME TALES

A magazine containing thrilling short stories of daring adventure!

- **Perk:** Depending on the individual issue found, you receive a different perk, granting bonus damage or bonus damage resistance against a single foe or type of attack. This lasts only for a single attack (made or received, respectively), unless the perk is learned, in which case it applies to all attacks. Roll to determine the issue found:

Random Publication

D20 ROLL	PUBLICATION
1	¡La Fantoma!
2	Astoundingly Awesome Tales
3	Backwoodsman
4	Boxing Times
5	Duck and Cover!
6	Fixin' Things
7	Future Weapons Today
8	Grognak the Barbarian
9	Guns and Bullets
10	Live & Love
11	Massachusetts Surgical Journal
12	Meeting People
13	Programmer's Digest
14	Tales of a Junktown Jerky Vendor
15	Tesla Science Magazine
16	True Police Stories
17	Tumblers Today
18	Unstoppables
19	U.S. Covert Operations Manual
20	Wasteland Survival Guide

Random Astoundingly Awesome Tales Issues

D20 ROLL	ISSUE	EFFECT
1-2	Attack of the Fishmen!	+1 on attacks vs mirelurk
3-4	Rise of the Mutants!	+1 on attacks vs super mutants
5-6	Attack of the Metal Men!	+2 to Physical and Energy damage resistances vs Robots
7-8	The Mad Russian's Revenge!	+2 to Poison damage resistance
9-10	The Starlet Sniper!	+1 on attacks with Accurate weapons
11-12	Curse of the Burned!	+1 on attacks vs Ghouls
13-14	Giant Insects Invade!	+2 to Radiation damage resistance
15-16	Deadly Lasers!	+1 on attacks with Energy weapons
17-18	Science Gone Mad!	+2 to Energy damage resistance
19-20	Surrounded by the Dead!	+1 on attacks where you spend one or more Ammunition for bonus damage

BACKWOODSMAN

Thrilling, true stories for rugged men! Backwoodsman is a magazine series containing articles and stories about outdoor survival, for people who like to talk about surviving in the wild.

- **Perk:** Depending on the individual issue found, you receive a different perk, which you may benefit from **once**. If you later learn the perk, you may use that benefit once per scene. Roll to determine the issue found:

Random Backwoodsman Issues

D20 ROLL	ISSUE	EFFECT
1-2	Get Off My Lawn	Find twice as much meat from a butchered creature
3-4	Down Home Cookin'	Add +2 damage to a Thrown weapon attack (other than an Explosive)
5-6	Homesteading Horror	Reduce the difficulty of crafting a weapon by 1 (min. of 0)
7-8	Hardy as a Sasquatch	When scavenging from plants, gain twice as much
9-10	Carnivorous Rabbits of Appalachia	Add +2 damage to an attack against a Mammal or Lizard
11-12	The Appalachia Squirrel Massacre	One item of cooked food you make and eat heals +3 HP
13-14	Art of the Tomahawk	Reduce difficulty of a test to resist catching a disease by 1 (min. of 0)
15-16	The Gunsmith of Harper's Ferry	When you find ammo, you find +2 more shots
17-18	The Ohio River Hermit	Reduce the difficulty of repairing a damaged item by 1 (min. 0)
19-20	Nightmare in the Garden	Heal +2HP when you consume an Alcoholic drink

BOXING TIMES

A pre-War magazine aimed at fans of boxing, often containing features on noteworthy or up-and-coming boxers, discussions of technique and equipment, and in-depth reporting on the sport.

- **Perk:** Once, when you succeed at an Unarmed attack, if you spend any AP to increase the damage you dealt, you may add the Stun damage effect to your attack. If you later learn this perk, you may use this on any successful Unarmed attack.

DUCK AND COVER!

A pre-War book about the manufacture, use, and disarming of explosives.

- **Perk:** Once, when you are affected by a Blast weapon, you may choose to fall prone (p.25). If you do so, you add +3 to all damage resistances against the damage caused by that Blast. If you later learn this perk, you may use whenever you are affected by a Blast weapon by spending 1 AP.

FIXIN' THINGS

A magazine for those dedicated to fixing things themselves, each issue contains a wealth of information on how to mend and repair a variety of objects and materials, reviews of the best tools to use, and examples of repairs sent in by readers.

- **Perk:** Once, when you attempt to repair an item, halve the amounts of the materials needed to complete the repair (round up). If you later learn this perk, you may use this whenever you attempt repairs.

GROGNAK THE BARBARIAN

A series of comic books published by Hubris Comics before the Great War. The comics depict the action-packed adventures of the title character in a prehistoric world.

- **Perk:** Depending on the individual issue found, you receive a different perk, which you may benefit from **once**. If you later learn the perk, you may use that benefit once per scene. Roll to determine the issue found:

FUTURE WEAPONS TODAY

A magazine for enthusiasts of energy weaponry, featuring articles on new technologies, reviews of new weapons, and true stories about energy weapons in action.

- **Perk:** Once, when you make an attack with an Energy Weapon, you may *overcharge* it. Increase the damage by +2 for that attack. The weapon cannot be used to make an attack in the turn after an overcharged attack as it cools down. If you later learn this perk, you may overcharge an Energy Weapon once per scene.

Random Grognak the Barbarian Issues

D20 ROLL	ISSUE	EFFECT
1-2	Blood on the Harp	One successful melee attack you make inflicts +2 damage
3-4	Cometh the Trickster	Add +1 to the difficulty of another character's skill test to detect you
5-6	Jungle of the Bat-Babies	When you suffer Poison damage, gain +3 Poison damage resistance
7-8	In the Bosom of the Corsair Queen	One successful melee attack you make automatically inflicts a Critical Hit
9-10	Demon Slaves, Demon Sands	One attack against Ghouls inflicts +2 damage

D20 ROLL	ISSUE	EFFECT
11-12	Enter Maula: War Maiden of Mars	When you make a melee attack with a Two-Handed melee weapon, gain the Piercing 1 damage effect (or +1 to any existing Piercing effect)
13-14	Fatherless Cur!	Ignore one complication on a melee attack
15-16	Lost in the Snows of Lust	Gain +2 Physical damage resistance against one attack
17-18	The Lair of the Virgin Eaters	Gain +10 Carry weight for one scene
19-20	What Sorcery is This?	Gain +2 Energy damage resistance against one attack

GUNS AND BULLETS

A magazine series catering to weapons enthusiasts, with articles dedicated to hunting, weapons, gun law, and the portrayal of practical use of firearms.

- **Perk:** Depending on the individual issue found, you receive a different perk, which you may benefit from **once**. If you later learn the perk, you may use that benefit once per scene. Roll to determine the issue found:

Random Guns and Bullets Issues

D20 ROLL	ISSUE	EFFECT
1-2	The Future of Hunting?	One attack against Robots inflicts +2 damage
3-4	Lasers & Hunting: Acceptable Overkill	One attack with a Laser weapon gains the Vicious damage effect if it didn't already have it
5-6	Little Guns for Little Ladies	One attack with a Small Guns weapon gains the Vicious damage effect if it didn't have it already
7-8	Street Guns of Detroit	Gain an extra 2 AP after one successful attack. This AP must be spent immediately: it cannot be saved
9-10	Avoid Those Pesky Gun Laws!	When you salvage a weapon, gain 2 AP which may only be spent to salvage additional units of materials
11-12	The Moon: A Communist Doomsday Device?!	Gain +2 to Physical or Energy damage resistance against one attack at night
13-14	Take Aim, Army Style	One aimed attack made with a weapon which lacks the Accurate quality inflicts +2 damage
15-16	Bear-Proofing your Campsite	One attack against Yao Guai inflicts +3 damage
17-18	Plasma: The Weapon of Tomorrow	One attack with a Plasma weapon gains the Vicious damage effect if it didn't already have it
19-20	Guide to Hunting Commies!	One attack against an enemy with a lower level than you inflicts +2 damage

LIVE & LOVE

A pre-War magazine series dedicated to lifestyle and relationships, often covering cultural events, health advice, diet tips, relationship advice, and more.

- **Perk:** Depending on the individual issue found, you receive a different perk, which you may benefit from **for a single scene**. If you later learn the perk, you may use that benefit constantly. Roll to determine the issue found:

Random Live & Love Issues

D20 ROLL	ISSUE	EFFECT
1-2	Life Long Best Friends!	+1 Maximum Health Points to all party members for one scene
3-4	Nuke-the-Man!	+1 damage to attacks from all party members for one scene
5-6	Trim the Fat!	Regain twice as many HP from fruit or vegetables eaten in one scene
7-8	The Secretary Charmer	At the start of one scene, add +1 AP to the group pool
9-10	Talk Yourself Sober	Gain 1 Luck point (lost at the end of the scene if not used) when you consume an Alcoholic drink
11-12	Advice from Married Men	+1 Physical damage resistance to all party members for one scene
13-14	Beware the Man Handler	The group AP pool may contain 1 AP more than normal for one scene
15-16	An Experience to Remember	Choose one other Magazine perk you have previously used but not learned; that now takes effect
17-18	I Married a Robot	+2 to all damage resistances against Robots for one scene
19-20	Re-roll result	–

MASSACHUSETTS SURGICAL JOURNAL

A periodical medical journal originating from pre-War Massachusetts, a region now known as the Commonwealth. It contains detailed discussions of advances in medical science and technology, published studies on unusual diseases, and a host of other useful medical knowledge.

- **Perk:** Once, when you provide medical attention to another character and assist their **END + Survival** test to heal Injuries, you may treat your assistance die as if it had rolled a 1. If you learn this perk, you may do this once per session.

MEETING PEOPLE

A magazine aimed at those who lack social grace. *Meeting People* magazine advertises itself as a primer for social interaction, giving tips on how to find and make friends, dating advice, and guidance on building confidence and spotting social cues.

- **Perk:** Once, when you roll one or more complications on a Speech test, you may ignore those complications. If you learn this perk, you may do this once per scene.

PROGRAMMER'S DIGEST

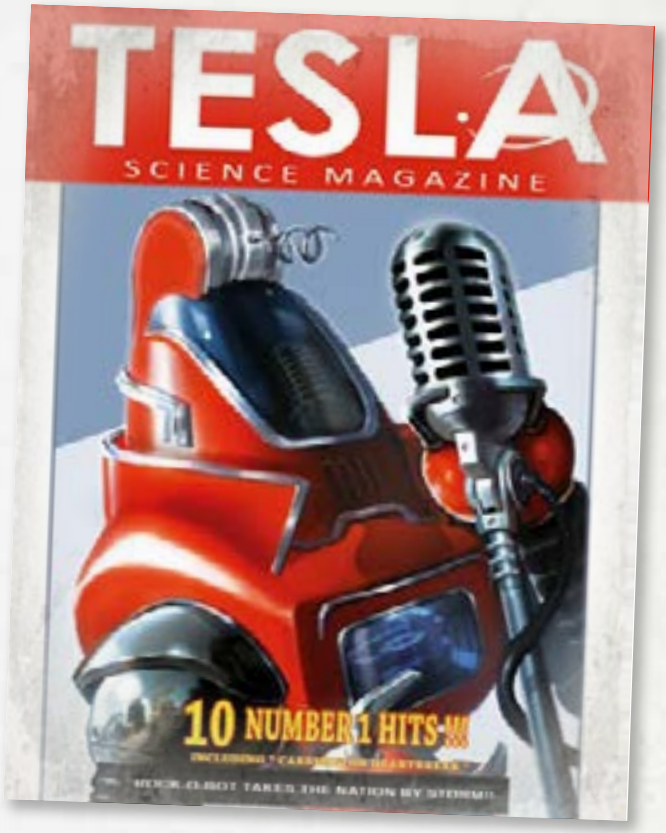
A magazine aimed at computer afficionados, discussing programming languages, encryption and decryption techniques, and the latest software.

- **Perk:** Once, when you fail a Science test to hack into a computer terminal and would be locked out (prevented from trying again), you may choose not to be locked out, allowing you to make another attempt. If you learn this Perk, you may do this whenever you are locked out of a computer.

TALES OF A JUNKTOWN JERKY VENDOR

One example of a post-War magazine, *Tales of a Junktown Jerky Vendor* is a collection of short, hand-made books written by an unknown vendor of jerky from Junktown. Copies have spread across the wasteland and can be found from California (near Junktown itself) to the Commonwealth.

- **Perk:** Once, when you succeed or fail at a Barter test to haggle on the price of a trade, you may spend 1 Luck point to shift the price 10% in your favor. If you learn this Perk, you may do this on any Barter test to haggle, though you must spend one additional Luck point each extra time you use it during a session (1 for the first time, 2 for the second, 3 for the third, etc.).



TESLA SCIENCE MAGAZINE

An informational magazine covering topics such as rocket science, robotics, laser technology, and other cutting-edge fields of science and technology.

- **Perk:** Depending on the individual issue found, you receive a different perk, which you may benefit from **once**. If you later learn the perk, you may use that benefit once per scene. Roll to determine the issue found:

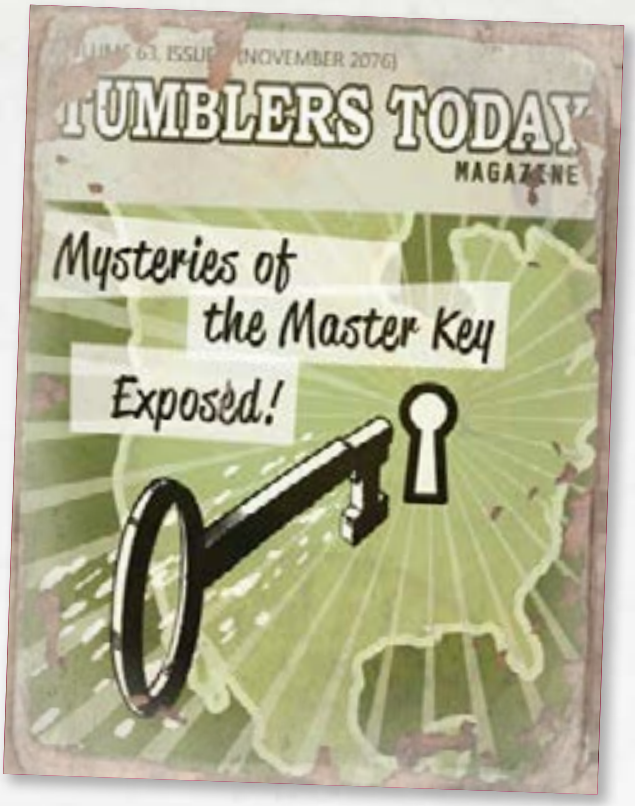
Random Tesla Science Magazine Issues

D20 ROLL	ISSUE	EFFECT
1-2	Will Robots Rule the World?	+2 to Physical and Energy damage resistances vs Robots
3-4	What is Plasma, anyway?	+2 to Physical and Energy damage resistances vs Plasma weapons
5-6	Rocket Science for Toddlers	+2 damage inflicted by one attack with a Blast weapon
7-8	Tomorrow's Technology for Today's Super Soldiers	After spending a fusion core charge, you may spend 1 Luck point: if you do so the charge is not spent
9-10	Giant Super Weapons!	Once, when you fire a Gatling weapon, you consume ammunition at 8x the rate, rather than 10x the rate
11-12	Geckos and Gamma Radiation	+2 damage inflicted on one attack against a Mutated creature
13-14	U.S. Army Goes to Space	On a single attack with an Energy weapon, you inflict a Critical Hit if you inflict 3 or more damage after damage resistance (rather than the normal 5 or more damage)
15-16	10 Number 1 Hits!!! Rock-o-bot Takes the Nation by Storm!!	Once, when you inflict a Critical Hit, increase the total damage inflicted by +2
17-18	Future of Warfare?	On a single attack with a Big Gun, you inflict a Critical Hit if you inflict 3 or more damage after damage resistance (rather than the normal 5 or more damage)
19-20	Re-roll result	–

TRUE POLICE STORIES

True Police Stories was a pre-War pulp magazine boasting "20 pages—a single issue" that was dedicated to editorialized stories on famous criminal investigations and busts of the time.

- **Perk:** Once, when you roll the damage of an attack, you may spend a Luck point to turn up to three to any face, rather than rolling them. If you learn this perk, you may do this once per scene.



TUMBLERS TODAY

Tumblers Today is a pre-War magazine containing information about the clandestine art of lockpicking and the latest in mechanical locks found in safes, footlockers, and doors. The cover art for the magazine depicts imagery from each issue, highlighting the topic and technique of the issue.

- **Perk:** Depending on the individual issue found, you receive a different perk, which you may benefit from **once**. If you later learn the perk, you may use that benefit once per scene. Roll to determine the issue found:

Random Tumblers Today Issues

D20 ROLL	ISSUE	EFFECT
1-4	Mysteries of the Master Key Exposed!	You may re-roll 1d20 on a single Lockpicking test
5-8	Bobby Pins: More Effective Than Lockpicks?	When using a Bobby Pin, reduce the difficulty of a Lockpicking test by a further 1 (minimum 0)
9-12	Confessions of a Housebreaker	When scavenging or looting, spend 1 Luck to find 2+2 Bobby Pins
13-16	Open Any Lock in 5 Seconds Flat	When you successfully pick a lock, you may use the Reduce Time AP option without spending AP
17-20	Locksmith Certification Special—Pass with Flying Colors	When suffer one or more complications on a Lockpicking test, spend 1 Luck point to ignore those complications

UNSTOPPABLES

Unstoppables is a comic book published by Hubris Comics prior to the Great War. The series follows an ensemble cast of characters from the Hubris Comics roster, including the Silver Shroud, Mistress of Mystery, The Inspector, Manta Man and Grognak the Barbarian. Together, they form the titular Unstoppables. The cover art for the magazine depicts imagery highlighting the heroes, villains, and the adventure of each issue.

- **Perk:** Depending on the individual issue found, you receive a different perk, allowing you to spend Luck points to avoid a single instance of damage, which you may benefit from **once**. If you later learn the perk, you may use that benefit as often as you have Luck points to spend on it. Roll to determine the issue found:

Random Unstoppables Issues

D20 ROLL	ISSUE	EFFECT
1-4	Dr. Brainwash and His Army of De-Capitalists!	Spend 3 Luck points to avoid all damage from a single attack or hazard
5-8	Who Can Stop the Unstoppable Grog-Na-Rok?!	Spend 2 Luck points to avoid all damage from an attack from a Mutated Human (including Ghouls and super mutants)
9-12	Commie-Kazi vs. Manta Man	Spend 1 Luck point to avoid all damage from a Blast weapon
13-16	Trapped in the Dimension of the Pterror-dactyls!	Spend 1 Luck point to avoid all damage from a single melee attack
17-20	Visit the Ux-Ron Galaxy!	Spend 1 Luck point to avoid all Energy damage from a single attack

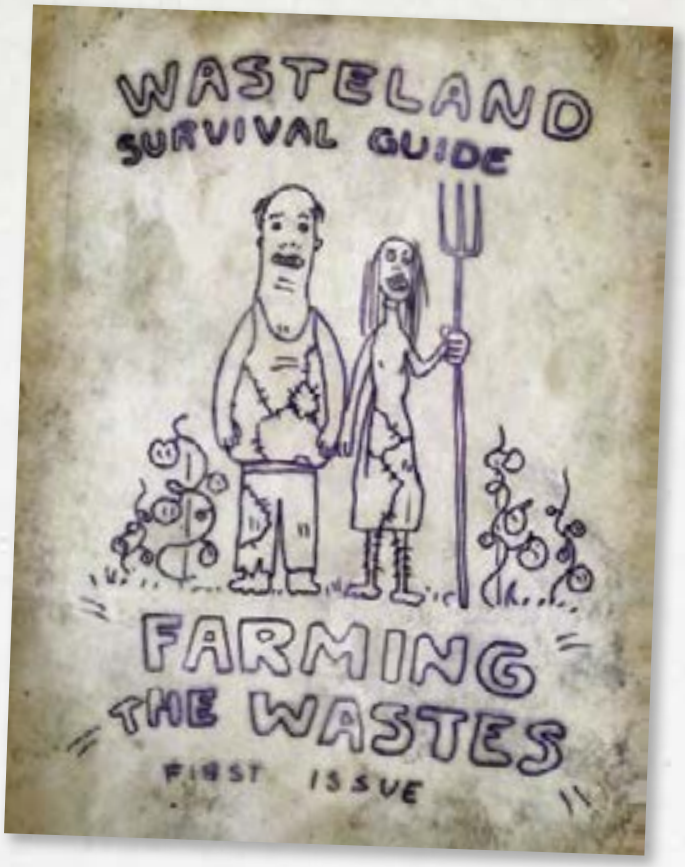
U.S. COVERT OPERATIONS MANUAL

The *U.S. Covert Operations Manual* is a training handbook produced by the Department of the Army to train its personnel in the art of subterfuge. The manuals were not intended for public circulation and were marked "Authorized Eyes Only." This hasn't stopped them being found, read, and scattered across the wastelands.

- **Perk:** Depending on the individual issue found, you receive a different perk, which you may benefit from **once**. If you later learn the perk, you may use that benefit once per scene. Roll to determine the issue found:

Random U.S. Covert Operations Manual Issues

D20 ROLL	ISSUE	EFFECT
1-2	FH 5-01 Whistling in the Dark	If you are detected while sneaking, you add +2 to Physical damage resistance against the first attack you receive after being detected
3-4	FH 5-02 Urban Camouflage	Enemies suffer +1 difficulty on tests to detect you; this does not stack with any difficulty increases for poor light or darkness
5-6	FH 5-03 Facepaint Fundamentals	+1 to all damage resistances against attacks from Character NPCs
7-8	FH 5-04 Not the Soldiers You're Looking For	+1 damage inflicted by attacks against Character NPCs
9-10	FH 5-05 Who Goes There?	When you spend a Luck point to re-roll a d20 on a **PER** test, instead count that die as if it had rolled a 1
11-12	FH 5-06 Squeaky Floorboard, Sudden Death	Once, when you suffer one or more Complications on a Sneak test, ignore the complications
13-14	FH 5-07 Getting the Drop on the Communists	Once, when an enemy aims before making an attack against you, you may cause them to lose the benefits of aiming
15-16	FH 5-08 Bushes, Boxes, and Beehives: Camouflage Special	+2 damage inflicted by an unarmed attack or an attack made with a knife
17-18	FH 5-09 Look Better in Black	Once, when using a Stealth Boy, it lasts for one additional turn
19-20	FH 5-10 Tiptoe Through the Tulips	When you spend a Luck point to re-roll a d20 on an **AGI** test, instead count that die as if it had rolled a 1



WASTELAND SURVIVAL GUIDE

The *Wasteland Survival Guide* is another post-War series of instructional magazines, written and illustrated with crude pen drawings. It has been copied and distributed across the wastelands but can most commonly be found in settlements near to the Capital Wasteland.

- **Perk:** Depending on the individual issue found, you receive a different perk, which you may benefit from **once**. If you later learn the perk, you may use that benefit once per scene. Roll to determine the issue found:

Random Wasteland Survival Guide Issues

D20 ROLL	ISSUE	EFFECT
1-3	Farming the Wastes	Consuming a fruit or vegetable food item heals twice as many HP
4-6	Insect Repellent Special	Increase all damage resistances by +2 vs an attack from an Insect
7-9	The Bright Side of Radiation Poisoning	When you consume irradiated food or drink, heal additional HP equal to the roll on the
10-12	Coupon Spectacular	When buying food or drink items, the price is shifted an additional 10% in your favor
13-15	Water Aerobics for Ghouls	Reduce the difficulty of an **Athletics** test to swim by 1 (min. 0)
16-18	Self Defense Secrets	Gain +1 defense against a melee attack
19-20	Hunting in the Wastes	When you butcher an animal you've killed, and the amount of meat found can be increased by spending AP, you gain 1 bonus AP for that purpose (this AP is lost if not used)

MISCELLANY

Items in this section don't easily fall into any of the categories listed so far.

TOOLS AND UTILITY ITEMS

The following items are common useful tools that characters may be lucky enough to own.

Tools and Utility Items

ITEM	EFFECTS	WEIGHT	COST	RARITY
Backpack, Large	Wearer adds +10xSTR to maximum Carry weight	–	60	2
Backpack, Small	Wearer adds +5xSTR to maximum Carry weight	–	30	1
Bobby Pin	Reduces difficulty of **Lockpick** tests by 1 (minimum 1), One bobby pin breaks per complication rolled	<1	1	0
Deluxe Toolkit	Reduce the difficulty of **Repair** tests by 1 (minimum 0), May attempt Repair tests which normally require a workbench or similar at +1 difficulty	20	150	3
Doctor's Bag	Reduce the difficulty of **Medicine** tests by 1 (minimum 0), When providing long-term care, allows care of up to 2 additional patients	10	300	3
Electronic Lockpicker	Reduces difficulty of **Lockpick** tests by 2 (minimum 0), Ignores first complication rolled, Breaks if two or more complications are rolled at once	4	375	4
First Aid Kit	Heal +2 HP upon succeeding at the First Aid action	4	200	2
Flashlight	Generates bright light in a single zone within Medium range; the user may choose which zone is illuminated	2	100	3
Geiger Counter	Allows a **PER + Survival** test, difficulty 1, to determine if there is radiation present in an area, and how much	8	325	3
Holotags	Identifies the fallen	<1	5	2
Holotape Player	Allows playback of audio holotapes	3	250	2
Lantern	Generates bright light within Close range, and dim light within Medium range	3	15	2
Lock Pick Set	Reduces difficulty of **Lockpick** tests by 1 (minimum 0), After 3 complications, the set is broken	2	150	2
Multi-Tool	Reduce the difficulty of **Repair** tests by 1 (minimum 0)	1	100	2
Pack Brahmin	A mutant cow that carries heavy loads and produces milk and fertilizer	–	200	3
Pip-Boy	See description	–	–	–
Radio	Picks up and plays radio transmissions	2	75	2
Signal Flare	Generates bright light within close range until the end of the current scene, One use only	<1	10	1
Torch	Generates bright light within close range until the end of the current scene, Requires an **INT + Survival** test to light, difficulty 1, +1 for each previous use	1	10	1

BACKPACK

Available in a few different sizes, backpacks are invaluable for carrying larger quantities of items around. Most characters are assumed to be carrying items in pockets, belt pouches, and assorted bags and sacks, but a proper backpack helps carry items more easily and more efficiently. At least, if you don't have a pack brahmin or something else to carry your burdens.

BOBBY PINS

A flexible double-pronged hairpin, made of metal or plastic, they were used before the Great War to hold hair in place. They're also useful for picking locks if you know how.

DELUXE TOOLKIT

A heavy, but still technically portable, handled metal box containing an assortment of tools of different shapes, sizes, and functions, for opening and repairing a variety of mechanical and electronic devices. Having the right tool at your disposal can make most routine repairs simpler and can even allow you to attempt more ambitious projects away from the comforts of home.

DOCTOR'S BAG

A well-stocked bag of medical supplies and useful tools for the science of healing. A bit cumbersome to haul around, but the people whose lives you save will thank you for the effort.

A doctor's bag may also contain one-use medical supplies like Stimpaks, purified water, and RadAway. These are tracked and used separately.

ELECTRONIC LOCKPICKER

Difficult to find in the wasteland, the *Wattz Electronics Micromanipulator* electronic lockpick is a potent tool that can pick mechanical and electronic locks more efficiently than a person can alone. However, they're delicate, and can break down if misused.

FIRST AID KIT

A pack full of bandages, antiseptic spray, and other tools useful in helping clean and bind injuries in the field. First aid kits also often come with Stimpaks and RadAway, but these are used and tracked separately.

FLASHLIGHT

A sturdy, battery-operated light source that can easily be directed to points of interest. Long-lasting, high-capacity batteries keep the light working for a long time,

GEIGER COUNTER

A Geiger counter is a relatively simple tool, used to detect ionizing radiation. This is displayed on a small gauge, and signaled by a characteristic ticking sound, a common feature of counters, generated by the electronics for easy detection and monitoring of radiation.

HOLOTAGS

A small, durable, identifying item used by the Brotherhood of Steel. Holotags contain information to identify their wearer in case of death. They also act as a "black box" data recorder for a suit of Power Armor, providing the Brotherhood record of the deeds of their fallen warriors. Though not especially valuable by themselves, the Brotherhood often pays a reward to any who bring in holotags they find.

HOLOTAPE PLAYER

A small device for playing back audio recorded to holotape, producing the sound out of a small speaker or into a connected set of headphones (not included). Video and data holotapes cannot be played back on this device, as it lacks a screen to display them—such tapes need to be played from a desk terminal or similar computer.

LANTERN

A simple oil or gas lamp, normally containing a flame fueled by an oil or gas reservoir. The flame is shielded by glass, and has a sturdy base allowing it to be placed down without risk of tipping over and breaking. It illuminates the entire surrounding area, and became common again after the War, due to a lack of reliable electrical power. It needs to be refueled periodically, though.

LOCKPICK SET

A rolled-up leather case containing an assortment of picks and tension wrenches for opening mechanical locks, as an alternative to the cruder "screwdriver and bobby pins" method. Sturdier than the improvised method, but a set can become useless if too many of the picks or wrenches break.

MULTI-TOOL

A handy little device, containing a set of pliers, some wire cutters, a variety of small wrenches and screw drivers, and other small tools, all built into a single tool. Different parts fold out of the handles as needed. Ideal for someone who needs basic tools but is still travelling light.

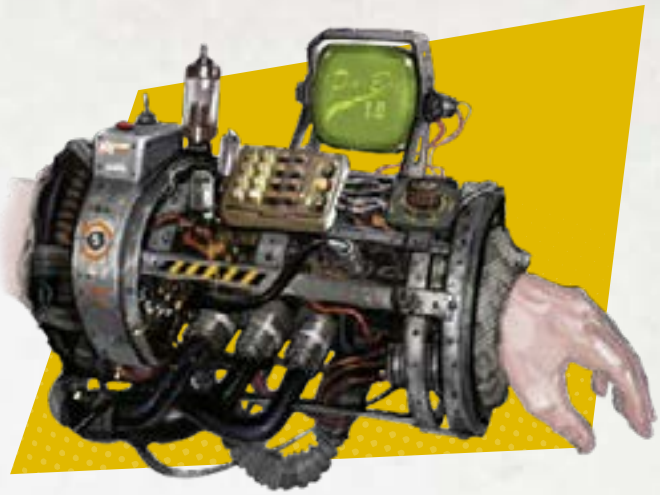
PACK BRAHMIN

A large, two-headed mutant female cow used as a pack animal. The brahmin's profile is on p.341, and they can carry up to 500 lbs. of weight.

The brahmin can also be milked once a day, requiring an **AGI + Survival** test with a difficulty of 1. Success means the brahmin produces one brahmin milk (p.161), plus one extra for each AP spent (maximum 5 brahmin milk). A brahmin also produces 2 units of fertilizer each day.

PIP-BOY

A Personal Information Processor manufactured by RobCo Industries. Under partnership with Vault-Tec, they were issued to many vault residents, though due to production constraints and ongoing development, different vaults received shipments of different versions of the Pip-Boy. The versions most encountered are variants of the Pip-Boy 2000 and Pip-Boy 3000, which are designed to be secured upon the wearer's wrist. Many models were designed with biometric locks, preventing them from being removed while the wearer still lives.



A Pip-Boy is powered by an internal fission battery, providing a working lifespan for the device far greater than the expected life of its wearer (and, indeed, many Pip-Boys have been handed down within communities or families as heirlooms), and the device itself is sturdy enough to withstand basically anything.

Not all Pip-Boys contain the same functions, but the common functions are:

- A personal status indicator allows the wearer to see a report on their current health and wellbeing and any medical problems currently afflicting them.
- The device maintains an ongoing log of the wearer's activities, journey, and condition, and place for personal recordings to be made in either text or audio forms.
- An inbuilt holotape reader allows the device to accept compact holotapes, able to read and playback audio, video, data, and even games.
- It also functions as a compass, a radio, and a Geiger counter, and can generate light from its screen equivalent to a flashlight.

In addition, all Pip-Boy units aid their wearer during combat thanks to the **V**ault-Tec **A**ssisted **T**argeting **S**ystem, or V.A.T.S. A character equipped with a Pip-Boy may use V.A.T.S. when they make an attack, ignoring the normal difficulty increase for targeting a specific location on the enemy.

RADIO

A device which receives radio signals and translates them back into intelligible sounds. Used both before and after the War for entertainment purposes and emergency messaging alike, a radio is still only as good as the signal it receives. Most regions of the wastelands have a few radio stations active, playing old music for anyone with a working receiver, and a variety of groups make use of the remaining radio towers to broadcast signals to their members over long distances, but the range of these signals is still fairly limited.

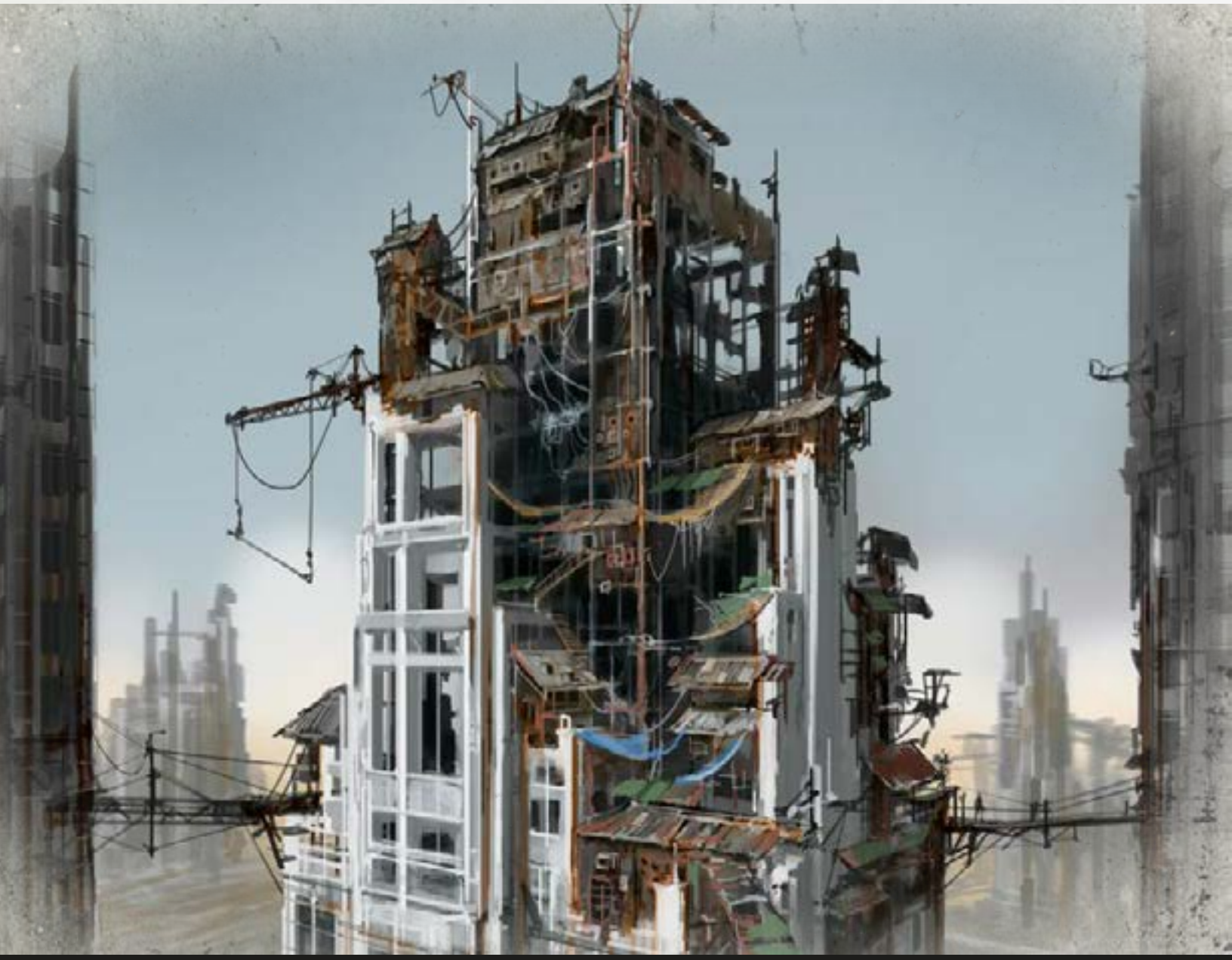
SIGNAL FLARE

A small pyrotechnic device which burns brightly, generating a bright light for a short while. They're also extremely hot and can be used to ignite flammable substances and materials if placed close enough.

These are larger and bulkier than the flares fired from a flare gun.

TORCH

A long branch or length of scrap metal, with a head wrapped in cloth soaked in a flammable liquid such as alcohol or gasoline. A decent enough improvised light source, and reusable to an extent.



ROBOT MODULES

A Mister Handy robot may install up to three of these mods. Mods may be removed to make room for different modules.

Perks listed are those required to successfully install a module, which also requires an **INT + Science** skill test with a difficulty of 2 and an hour's work.

Robot Mods

MOD	EFFECTS	WEIGHT	COST	RARITY	PERKS
Behavioral Analysis Mod	Reduce the difficulty of **Speech** tests by 1 (min. 0)	–	50	3	Robotics Expert 1
Diagnosis Mod	Reduce the difficulty of **Medicine** tests by 1 (min. 0)	–	50	3	Robotics Expert 1
Hacking Module	Reduces the difficulty of **Science** tests to hack into locked computer systems by 1 (min. 0)	–	25	2	–
Hazard Detection Mod	Reduce the difficulty of **Survival** tests to detect and disable traps and similar hazards by 1 (min. 0)	–	25	2	–
Integral Boiler Mod	Once per scene out of combat, turn 2 dirty waters into 1 purified water in ten minutes	-10	15	1	–
Lockpick Module	Reduce the difficulty of **Lockpick** tests by 1 (min. 0), Does not need bobby pins or other lockpicking tools	-5	25	2	–
Radiation Coils	Can turn on or off at the start of a turn. While on, all creatures within Reach suffer 3 Radiation damage at the end of the robot's turn	-10	50	3	Robotics Expert 1
Recon Sensors	Reduce difficulty of tests to detect hidden opponents by 1 (min. 0), Enemies visible to you who attempt to hide add +1 to the difficulty of their Sneak tests	-5	50	3	Robotics Expert 1
Regeneration Field	Outside of combat, allies regain 2 HP at the start of each scene you are present within	-25	125	5	Robotics Expert 2, Science! 2
Resistance Field	Allies within Close range receive +2 Physical damage resistance	-20	75	4	Robotics Expert 1, Science! 1
Sensor Array	Re-roll 1d20 on all **PER** tests, May attempt **PER** tests to detect things which cannot normally be detected by the naked eye, such as radiation	-15	50	3	Robotics Expert 1
Stealth Field	Allies within Close range may re-roll 1d20 on **Stealth** tests	-20	50	3	Robotics Expert 1
Tesla Coils	Can turn on or off at the start of a turn, While on, all enemies within Reach suffer 4 Piercing 1, Stun Energy damage at the end of the robot's turn	-25	100	5	Robotics Expert 2, Science! 1

BEHAVIORAL ANALYSIS MOD

Employed to aid Miss Nanny model robots in their childcare duties, these behavioral analysis modules were a successful offshoot from a U.S. Military designed to engineer robots that could assist in interrogations by interpreting behavior and determining truthfulness. The fate of the original project is unknown, but the offshoot used in Miss Nanny robots was well-received.

DIAGNOSIS MOD

Designed to allow Mister Handy robots to be repurposed as nurses and field medics during a crisis, the diagnosis module allows the robot to discern the nature of injuries and illnesses on a patient and devise the correct treatment quickly. Proper bedside manner, however, was not included in the module.

HACKING MODULE

In addition to a library of decryption software and known software flaws, the hacking module fits the robot with an external interface jack, allowing them to connect directly to a computer and interface with it directly. Ideal for robots whose manipulator claws are poorly suited to operating a keyboard.

HAZARD DETECTION MOD

Developed for cheap, disposable trap-clearance robots to accompany soldiers in enemy territory, this hazard detection and analysis system modifies the robot's sensory awareness to identify and categorize potential environmental threats and hazards. Repurposed for the Miss Nanny to spot dangers to children in the household, the system's developers never fully removed the urge to go towards hazards to investigate them more closely.

INTEGRAL BOILER MOD

A standard part of the domestic model Mister Handy, the internal boiler was to be used to provide hot tea and coffee in the morning for the robot's owners, as well as a ready source of hot water for food preparation and household cleaning purposes. Post-War, Mister Handy units with a functional boiler are sought-after companions, as thoroughly boiling water is one way to clean it and make it safe to drink. A self-cleaning mechanism keeps it from becoming contaminated between uses, though this does take some time to work.

LOCKPICK MODULE

In addition to a catalogue of locking mechanisms and their known weaknesses and configurations, this module refits a manipulator claw with a hidden set of locksmith's tools in an articulated mount, allowing the robot to pick locks without needing to handle tools directly.

RADIATION COILS

A series of antennae placed on the surface of the robot projects deadly radiation over a short distance to harm and repel intruders. An internal switch allows the robot to disable the coils if allies stray too near, as the radiation is just as harmful to friends (at least, if those friends are normal humans).

RECON SENSORS

Designed to aid with target acquisition and patrol efficiency in Mister Gutsy military robots, these recon sensors allow the robot to not only detect foes more easily (and more quickly determine friend from foe, after a number of early friendly-fire incidents) but also to track and predict the movements of enemies who were no longer visible, making it harder for enemies to escape.

REGENERATION FIELD

An experimental technology designed to provide aid to injured people where extensive medical care is in short supply, the robot is fitted with a device which projects a restorative signal over a short distance which stimulates the human body's natural healing processes.

RESISTANCE FIELD

An unusual technology intended to provide soldiers with additional protection from enemy fire. The robot emits a magnetic field directed towards the enemy which disrupts the flight path of bullets and other projectiles, causing them to lose momentum and efficacy.

SENSOR ARRAY

Additional sensor modules and sensory processing systems accompany the robot's normal optical and auditory sensors, allowing it to perceive the world in more detail and in more ways than normal eyes and ears can.

STEALTH FIELD

Based on the same technology as the Stealth Boy, the robot produces a low-level refraction field which bends and displaces light, camouflaging itself and those nearby. The lower intensity camouflage allows the field to last far longer without burning out the components of the device or draining the robot's power supply, but it cannot provide true invisibility.

TESLA COILS

A collection of antennae on the robot's outer surface allow it to direct electrical discharges over a short distance to nearby aggressors. The partially directed nature of these discharges mean that allies are not at risk of more than a mild shock, while enemies may suffer severe electrical burns.

★ *Chapter Five* ★

SURVIVAL

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Chapter Five

SURVIVAL

This chapter describes the hazards of the wasteland, and the methods and techniques by which characters can survive them and even prosper in the crumbling ruins and irradiated wilderness.

STAYING ALIVE

The wasteland is a dangerous place, but before even considering the dangers outside the vault or whatever secure location you call home, you need to consider the importance of keeping yourself alive. That might sound obvious, but in the din of a firefight or the desperation to escape some deadly wasteland predator, it can be easy to overlook the simple things.

To stay alive, you need to get enough food, get enough to drink, and get enough sleep. Avoiding sickness and exposure to extreme heat or cold helps too.

Depending on the nature of a campaign, your gamemaster may want to track these considerations, or they may not; they are presented here to use or not as the GM sees fit. If you are not using these rules, a character is limited to one food item and one drink item per scene, but otherwise no other consideration is needed, and sleeping only matters as described on p.192.

Robot characters do not suffer from any of these effects.

FATIGUE

Fatigue represents the cumulative hindrances that come from deprivation. Insufficient food, insufficient water, insufficient sleep, the strain of disease, and exposure to the elements can all inflict Fatigue.

When you have Fatigue, it is harder to generate Action Points, and you lose Health Points.

- Whenever you gain Action Points, you reduce the amount you would gain by 1 for each point of Fatigue you have, to a minimum of 0.
- Whenever you begin a scene with Fatigue, you lose 1 HP for every 2 Fatigue you have. This is not reduced by any form of damage resistance.

You remove 1 point of Fatigue at the end of any non-combat scene if you are free from all sources of Fatigue, regardless of which ones caused the Fatigue to begin with: if you're thirsty and sleep deprived, you'll need something to drink and some sleep to start removing Fatigue.

If you sleep for six or more hours, you remove all Fatigue as long as you had no sources of Fatigue other than sleep deprivation (which is solved by sleeping) before you started sleeping.

HUNGER

Getting enough to eat can be challenging in the wasteland. Being well-fed often means being willing to eat some downright unpalatable things, including mutated and irradiated plants and animals. Proper preparation of food items (see p.216 for crafting food items) can help with this, making unappetizing foods more appealing, more nutritious, and less likely to leave you with radiation poisoning.

Your character has a Hunger state which represents how hungry they are.

Hunger States

STATE	EFFECT
You're **full** if you've eaten your fill. You can't eat any more food while full.	After an hour of being **full**, you become **sated**.
You're **sated** if you've eaten recently but you've still got room for a bit more.	After four hours of being **sated**, you become **peckish.**
You're **peckish** if you're ready for your next meal.	After eight hours of being **peckish**, you become **hungry.**
You're **hungry** if your stomach is growling and you're starting to feel a bit weak.	After sixteen hours of being **hungry**, you gain 1 Fatigue and become **starving**.
You're **starving** if everything reminds you of food and you're feeling weak and tired.	For every day you are **starving**, you gain 1 Fatigue.

Cold conditions (see Exposure, p.192) can speed up this process: cold weather halves the amount of time listed at each step.

When you eat a food item, you move back up this track. Eating uncooked food and preserved pre-War food moves you back up one step (i.e., from **hungry** to **peckish**), while prepared food moves you back up two steps instead (i.e., from **peckish** to **full**).

If you are **starving**, Hunger is a source of Fatigue.

THIRST

Getting enough to drink can be just as much a challenge as getting food. Most accessible sources of water—including rainfall, where that does happen—draws from contaminated, irradiated sources, so water needs to be purified before it's safe to drink.

Your character has a Thirst state which represents how thirsty they are.

Thirst States

STATE	EFFECT
You're **quenched** if you've drunk as much as you can. Drinking more beverages while quenched has no effect on your thirst.	After an hour of being **quenched**, you become **hydrated**.
You're **hydrated** if you've drunk recently but still could drink more if desired.	After two hours of being **sated**, you become **thirsty.**
You're **thirsty** if you've not had anything to drink in a while.	After four hours of being **thirsty**, you gain 1 Fatigue and become **dehydrated**.
If you're **dehydrated**, you may be getting dizzy, suffering headaches.	Every eight hours you spend **dehydrated**, gain 1 Fatigue.

Strenuous activity or hot conditions can speed up this process: a combat or similar intense activity immediately moves you down one step at the end of the scene. Hot weather (see Exposure, p.192) halves the amount of time listed at each step.

Drinking something moves you back up one step (i.e., thirsty to hydrated), or two steps if you drink purified water.

If you are **dehydrated**, Thirst is a source of Fatigue.

Soups

Soups, stews, and similar foods contain a lot of water, and while not easily portable or eaten on the move, they can be a good way of keeping both thirst and hunger at bay. Consuming a food item with soup or stew in the name counts as both eating and drinking something, improving both your Hunger and Thirst states by one step each.

SLEEP

Lack of sleep can often creep up on the unwary, occurring because there's too much to do, or too many threats about. But more than that, even when people can catch occasional sleep, they often wear themselves down by not giving themselves the opportunity to sleep fully.

Your character has a Sleep state which represents how sleep-deprived they are.

Sleep States

STATE	EFFECT
You're **rested** if you've recently had a proper sleep.You might be **well rested** instead if you've had an especially good sleep.	After eight hours **rested**, you become **tired**.
You're **tired** if you're no longer fully alert, but you're still awake.	After eight hours **tired**, you gain 1 Fatigue and become **weary**.
You're **weary** when you really need some rest, if not some sleep, but are still somewhat able to function.	After eight hours **weary**, you gain 1 Fatigue and become **exhausted**.
You're **exhausted** if you're on the verge of collapsing, but you're pushing yourself to continue.	Every four hours **exhausted**, you gain 1 Fatigue.

Strenuous activity can speed up this process: a combat or similar intense activity immediately moves you down one step at the end of the scene.

If you sleep for at least an hour, you move back up one step (i.e., **weary** to **tired**), up to a maximum of **tired**. If you sleep for six or more hours, you are immediately restored to **rested**. If you sleep for eight or more hours in a safe and secure location, you become **well-rested** instead of **rested**, and add +2 to your maximum HP until you next sleep.

If you are **weary** or **exhausted**, sleep deprivation is a source of Fatigue. If you sleep for six or more hours, you also remove all Fatigue as long as you had no sources of Fatigue other than sleep deprivation before you started sleeping.

EXPOSURE

Extremes of heat or cold can make survival even more challenging than it normally is, often by accelerating other concerns.

If you're in cold weather (temperatures below 40° F/5° C) without protection (warm clothing, shelter, a source of nearby warmth such as a fire), then you gain 1 Fatigue after a number of consecutive hours equal to your Survival rating. Further, as noted in Hunger, the time taken to go from one Hunger state to the next is halved, as your body requires more energy to keep your body temperature going.

Exposure to severe cold weather (temperatures below 0° F/18° C) without protection inflicts 1 Fatigue after a number of minutes equal to your Survival rating multiplied by 10 instead.

If you're in hot weather (temperatures above 90° F/32° C) outside of the shade or a similar sheltered environment, you gain 1 Fatigue after a number of consecutive hours equal to your Survival rating. Further, as noted in Thirst, the time taken to go from one Thirst state to the next is halved, as you lose water through sweating.

Being exposed to severe heat (temperatures above 110° F/43° C) outside of the shade inflicts 1 Fatigue after a number of minutes equal to your Survival rating multiplied by 10 instead.

Exposure to any of these conditions is a source of Fatigue; removing yourself from those conditions involves finding shelter from the elements for at least an hour.

DISEASE

The wasteland is a dirty place, full of bacteria, viruses, and parasites, many of which are just as mutated and vicious as the wildlife. At the end of a scene, check whether any of the following happened:

- You suffered damage from the claws or bite of a mammal, lizard, or insect creature.
- You drank dirty water.
- You ate raw meat.
- You breathed in noxious or toxic fumes without protection from a gas mask or similar.
- You were within Reach of an ally or bystander who has a contagious disease.
- You slept rough on the ground rather than in a bed.

If any of these events occurred, you must attempt an **END + Survival** test with a difficulty equal to the number of the listed events which occurred, to a maximum of 5 (any event which happened multiple times that scene is only counted once).

If this test is failed, you have contracted a disease. Roll on the table below to determine the disease Effect.

When you contract a disease, it doesn't take effect immediately. Instead, it takes effect at the start of the next day. When you start suffering the symptoms of a disease, you suffer 1 Fatigue. Suffering from a disease is considered a source of Fatigue, which is removed once you are cured.

Random Diseases

D20 ROLL	DISEASE	EFFECT	DURATION
1	Blood Worms	Attacks against you inflict +2 damage.	1
2	Bone Worms	Attacks against you which hit your arms or legs inflict +4 damage	1
3	Buzz Brain	INT tests suffer +1 difficulty	4
4	Dysentery	Halves time at each step of thirst track	1
5	Fever Claw	Your ranged attacks inflict 2 less damage (minimum1)	1
6	Flap Limb	STR tests suffer +1 difficulty	4
7	Glowing Pustules	Whenever you suffer an Injury, anyone within Reach suffers 1 Radiation damage	1
8	Heat Flashes	END tests suffer +1 difficulty	3
9	Jelly Fingers	Attempting a ranged attack requires spending 1 AP	1
10	Lock Joint	Attempting a melee attack requires spending 1 AP	1
11	Needle Spine	-10 Carry Weight	1
12	Parasites	Halves time at each step of hunger track	1
13	Rad Worms	Whenever you suffer Radiation damage, add +2 to the amount suffered	1
14	Shell Shock	Whenever you suffer an Injury, lose 1 AP from the group pool (if possible)	3
15	Sludge Lung	Gain 1 Fatigue; you can only save AP into group pool if there are 3 or fewer AP saved	4
16	Snot Ear	PER tests suffer +1 difficulty	1
17	Swamp Gas	CHA tests suffer +1 difficulty	1
18	Swamp Itch	AGI tests suffer +1 difficulty	1
19	The Whoopsies	Must spend twice as many Luck points to gain an Effect	1
20	Weeping Sores	Whenever you suffer Physical damage, you suffer +1 Physical damage at the start of your next turn, ignoring damage resistance	3

DISEASE DURATION AND RECOVERY

Once you start suffering the effects of a disease, you may attempt an **END + Survival** test with a difficulty equal to the disease's Duration rating (see the table above). If you succeed, the Duration rating is reduced by 1. If this would reduce it to 0, then you recover from the disease fully.

There are some additional factors which can affect this:

- Another character may assist your **END + Survival** test using their **INT + Medicine**, providing medical attention to help your recovery.
- Taking antibiotics reduces the Duration rating of a disease by 1 automatically, no test required, at the end of the current day. You may not take more than one dose of antibiotics each day.
- If you spend the entire day resting—sitting or laying somewhere comfortable, performing a minimum of physical activity—you reduce the difficulty of your test by 1, to a minimum of 0.

SCAVENGING

A major reason to explore the wasteland is for supplies. There are a lot of resources: food, weapons, and raw materials, among other things out there waiting to be found, or to be 'liberated' from those who found them before you.

Scavenging is the process of searching a location for useful resources, overcoming any obstacles and competing scavengers. The process of scavenging is centered around a specific location, which defines the kinds of items that can be found, how easy it is to find them, the kinds of obstacles which you may find, and whether the location is inhabited by creatures or characters who might not take kindly to your arrival.

WHERE TO SCAVENGE

When you begin scavenging, the GM details the location where this happens. Your GM may choose to go into more detail and plan out specific locations in detail, or they can use the tools on p.200 to randomly generate a location. A location's description contains the following:

- **Category:** Each location has one or more categories, which is used to determine a number of other factors such as the kinds of items found there and the kinds of obstacles, hazards, and occupants who may be encountered.
- **Level:** This relates to the level of both PCs and NPCs. PCs attempting to salvage a location with higher level than them may find valuable loot, but they may also encounter challenges tougher than they can cope with. If there are NPCs present, they have levels close to that of the location: rarely more than two levels higher or lower.
- **Scale:** Each location has a scale, which is the size of the location overall. Locations with a larger scale contain more items but take longer to search and have a greater chance of being occupied. A location may be broken into several smaller locations that characters can search individually, or several small locations can be grouped together into a larger one at the GM's discretion.
- **Degree:** This is the degree to which the location has already been searched and salvaged. It's rare to find anywhere completely untouched, unless they're well-hidden or heavily fortified. Degree sets the difficulty of skill tests to search the location for items.
- **Items:** Each location contains a list of item categories, accompanied by numbers. Each category lists two numbers as X-Y. X is the minimum number of rolls on the loot table for that item category. Y is the maximum number of rolls on that table. This will be explained in more depth later.
- **Other Details:** A description of obstacles, hazards, and occupants present in the location.

SCAVENGING SCENES

When you enter a location to scavenge, the main thing you'll want to do is to search for loot.

Searching requires a **PER + Survival** test, with a difficulty determined by the location's Degree, as shown on the table below. This takes an amount of time determined by the location's Scale.

DEGREE	DIFFICULTY	SCALE	EXAMPLE	TIME TAKEN
Untouched	0	Tiny	A safe	1 minute
Partly Searched	1	Small	A room	10 minutes
Mostly Searched	2	Average	A small shop or home, or several rooms	30 minutes
Heavily Searched	3	Large	A large multi-story building, or several shops or homes	2 hours

If this test is failed, you find nothing. That doesn't prevent you searching again, but each new attempt takes the time listed, and may come with other risks if the location contains hazards or occupants.

If this test is successful, then you find the minimum items for that location; each item category found in the location has a minimum and maximum number of rolls on that category's loot table, with a minimum of 0. The minimum number of rolls for each category is provided on a basic success.

AP may then be spent to gain additional rolls: each AP spent allows you to make one additional roll on any one loot table for one of the item categories the location contains, up to the maximum for each category. You may also spend 2 AP to halve the amount of time the search took.

***Example:** The Sole Survivor is searching a ruined house on the edge of Concord. It's an Average location, and Partly Searched, so it requires a difficulty 1 test and takes 30 minutes to search. Its Item listing is as follows: 1-2 Clothing, 2-4 Food, 1-3 Beverages, 2-6 Junk, 0-1 Weapon (Ranged), 0-1 Ammo, 0-1 Chems. He passes the test, scoring three successes, so he receives the minimum items from the house: 1 roll on the Clothing table, 2 rolls on the Food table, 1 roll on the Beverages table, and 2 rolls on the Junk table. He has 2 AP to spend on extra rolls, and decides to roll once on the Weapon table, and once on the Ammo table.*

As you're likely to be scavenging as a group, this is easiest to resolve as a group test (p.17): one PC (typically the one with the best **PER + Survival**), and everyone else assisting.

Complications rolled on this test can have several possible results. The most common complications include:

- There are fewer supplies here than you expected: you cannot search this location again, until the location has meaningfully changed (such as having new inhabitants arrive).
- It took longer to find the supplies than you expected: increase the time taken by half the original amount per complication.
- A group of the location's inhabitants interrupt your search; this might require hiding from them, talking your way out of a situation, or combat.
- You disturb the location in a way that makes it more dangerous, triggering the effects of one of the location's hazards.
- You find that one of the items you found is locked away. The GM chooses one of the item rolls you get to make, and places it behind an obstacle. This requires a Lockpick test, a Science test (to hack a computer), or finding a key or some other method of overcoming the obstacle, at the GM's discretion.

Nested Locations

It is entirely possible for a location to contain smaller locations, though the GM should only do this if there's a significant difference between the larger location and the smaller one within it. For example, a hospital (a Large location) may have a sealed quarantine area (an Average location) within it, which is untouched and higher level, but contains additional hazards, or a thoroughly-searched shop (an Average location) may have a locked safe (a Tiny area) which is untouched, with the safe's lock acting as an obstacle.

These nested locations are not immediately obvious, but the GM will reveal them to you after your first successful search of the larger location. Whether you choose to—or even can—search those smaller locations within is up to you.

INHABITANTS, OBSTACLES, AND HAZARDS

Of course, no location worth scavenging from is going to be without problems. Aside from a lot of places having already been ransacked, many places with useful resources are inhabited by animals, other survivors, or lingering security robots. Others are secured, with valuable supplies locked away and difficult to reach, or protected by traps and security measures. Others still may be in unsafe places: precarious ruins on the verge of collapse, flooded areas filled with toxic or irradiated water, places still high in radiation, or filled with dangerous chemicals in toxic pools or noxious clouds.

If a location contains creatures or characters who might oppose the PCs, it is considered to have **inhabitants**.

If access to some or all the location is restricted, obstructed, or secured in some way, these restrictions and security measures are considered **obstacles**.

If the location is dangerous in some way unrelated to creatures or characters present, the dangers are considered **hazards**.

INHABITANTS

The number of inhabitants in a location is based on the location's scale, and a location with a scale of Tiny cannot have inhabitants at all; you can't fit even a single raider or super mutant inside a safe, at least, not while they're still alive. The numbers below describe only how many inhabitants are present when the area is being searched; complications may mean that additional reinforcements arrive later.

- A Small location contains 1-3 inhabitants.
- An Average location contains 3-6 inhabitants.
- A Large location contains 5-10 inhabitants.

Halve these numbers if the inhabitants have the *Big* NPC ability, or double them if they have the *Little* NPC ability (p.388 for NPC special abilities).

When you enter an inhabited location, you may choose to enter openly, or stealthily.

- If you enter openly, the inhabitants see you coming. Most inhabitants are hostile, or at least wary of strangers, and won't take kindly to someone scavenging in their territory.
- If you enter stealthily, make an **AGI + Sneak** test, opposed by the inhabitants' **PER + Survival**. Both sides make a single test; each additional character trying to sneak in increases the difficulty of the Sneak test by +1, and the inhabitants may receive assistance from each NPC after the first keeping watch. Success allows you to enter the area, and search it, but a complication on the search test alerts the inhabitants. Failure means they notice you as you enter.

The inhabitants of a location should have a level roughly equal to the level of the location—up to two levels less, at most. If the inhabitants have a distinct leader, the leader's level is equal to the location's level or up to two levels higher.

The GM is welcome to create distinct groups of inhabitants for locations, but in general, inhabitants fall into one of the following categories:

- **Animals:** the location is now home to a group of wild animals who've nested there. The animals are all of the same type, such as mole rats, radroaches, stingwings, or radscorpions, and they'll defend their home from anything that isn't them.
- **Feral Ghouls:** the location is home to a pack of feral ghouls. They may have been the original inhabitants before the War, or they've gathered here due to savage instinct or because of high radiation levels. Many feral ghouls simply lay down in place, indistinguishable from corpses, allowing them to ambush any who pass by.
- **Raiders:** the location has a group of raiders using it as a base. On the upside, this often means there'll be more to scavenge here, as the raiders bring their ill-gotten gains back with them. On the downside, it's full of trigger-happy raiders who see other strangers as walking piles of loot. Likely to contain mongrel dogs as well as the raiders themselves.
- **Super Mutants:** a group of super mutants have set themselves up in this location. Accompanied by their mutant hounds, these can pose quite a problem. Super mutant encampments tend to be obvious because they're often strewn with gore and huge nets and bags of raw meat.
- **Robots:** old military or security robots are present in this location. If they're active, they'll be the only inhabitants, but some locations may have dormant robots in addition to another type of inhabitant, and cunning survivors may seek ways to activate the dormant robots to deal with the other inhabitants.

Encounters with a group of inhabitants should be handled as with any other scene and are likely to devolve into combat unless there's a compelling reason for violence not to happen.

The numbers of inhabitants encountered only represents those present in the location *at the time you arrived*. Complications when searching may mean that more inhabitants present themselves; perhaps they were lying in wait, or they were away from their home and have only just returned, or maybe you couldn't tell just how many radroaches were infesting that old restaurant.

OBSTACLES

Locks, collapsed ruins, high fences, and similar features are collectively referred to as obstacles. An obstacle is any feature which makes accessing a location more difficult.

Obstacles all require a skill test to overcome. The specific skill test required, the difficulty, and the time taken, are determined by the nature of the obstacle. You cannot search a location until after you have overcome an obstacle securing it.

- **Mechanical Lock:** found securing doors, gates, safes, and even toolboxes and other containers, a mechanical lock requires a key or a successful **PER + Lockpick** test, with a difficulty determined by the complexity of the lock. If the lock is damaged, rusted, or otherwise in poor condition, the complication range of the test increases, adding to a risk of breaking lockpicking tools.
- **Electronic Lock:** often seen as more secure than a simple mechanical lock, while some electronic locks can be opened manually (as with mechanical locks), most are controlled from a computer terminal nearby. Accessing the terminal to unlock the door requires a password, or an **INT + Science** test with a difficulty determined by the complexity of the computer's security.
- **Collapsed Structure:** A part of the location has collapsed and is impassible, forcing you to find an alternative route, or requiring some physical feat to traverse; this might be an area where the ceiling has fallen in, or a large crevasse in the floor that needs to be jumped or climbed. An alternate route might scouting around the building—a **PER + Survival** test—or it may require using some brute force or relying on your balance and coordination: a **STR** or **AGI + Athletics** test, with a difficulty determined by how tricky the alternative route is.

In all these cases, it normally takes a number of minutes equal to ten times the difficulty to bypass; this can be halved by spending 2 AP after a success, as normal. This may be time spent picking a lock or hacking a computer, time spent looking for the best way across a collapsed section, or similar. If you've got a key or password for a lock, that takes almost no time to use, but you must find them first.

HAZARDS

Many locations still have supplies to loot because they're dangerous, deterring would-be scavengers.

Hazards cause damage to those who attempt to scavenge a hazardous location. The type of damage depends on what the hazard represents: extreme heat or cold is Energy damage; heavy or sharp objects inflict Physical damage, toxic chemicals are Poison damage, and radiation is obviously Radiation damage. Hazards fall into two broad categories:

- **Ongoing** hazards inflict a small amount of damage constantly while you're in the hazardous location. For every minute, or ten minutes (GM's choice, depending on how intense the hazard is) you spend in the location, you suffer 1 of damage. Rather than rolling a single die every so often, the GM resolves this at the end of an action: if a location causes a 1 per 10 minutes, and you've just searched a house taking 30 minutes, roll 3, rather than 1 three times.
- **Occasional** hazards only inflict damage in specific circumstances. A failed test to search, a complication on a test to search, or on a skill test to move around the location, can all result in an occasional hazard inflicting damage: a spark ignites gas causing an explosion or fire, an electrical surge strikes you, something collapses on you. Some of these can be deliberate traps set to deter or harm intruders, such as tripwires attached to a shotgun, big bear-traps, mines, and so forth. Most hazards and traps inflict between 3 and 8 of damage when triggered, and in the case of deliberate traps, weapon stats found in the **Equipment** chapter (p.84) can be used as a basis.

Hazards cannot really be avoided. They can be defended against, using armor and other protective measures, but few hazards can be prevented before they happen. The exception to this is deliberate traps, which can be disarmed, in which case they are treated as an obstacle, requiring an **AGI** test, using Small Guns, Survival, or Explosives, depending on the type of trap; this has a difficulty of 2, and failure means setting off the hazard and suffering the damage.

LOOT TABLES

Of course, getting in and searching is only part of the story. The important part is the loot you come away with afterwards; that's why you were there to begin with, after all.

There are numerous categories of items, and the location you are searching lists which categories of items can be found there. A successful search yields a minimum number of items of some of those categories, and each item is determined by rolling on the tables below.

Item categories are as follows:

- Ammunition
- Armor
- Clothing
- Food
- Beverages
- Chems
- Oddities and Valuables
- Junk
- Weapons (split into Ranged, Melee, and Thrown/Explosives)

Modded Items

A few items appear in the loot tables with existing mods. These are most often the most basic forms of mods, such as turning a laser gun into a laser rifle or providing the automatic version of a 10mm pistol.

For each item category found, roll on the relevant table. After rolling, you may spend 1 Luck point to add or subtract an amount up to the location's level to or from the roll: that is, if you're searching a Level 6 location, you may increase or reduce your roll by up to 6 after rolling, by spending 1 Luck point.

AMMUNITION

Ammunition details are on p.91.

Random Ammunition

2D20 ROLL	AMMO (QUANTITY)	2D20 ROLL	AMMO (QUANTITY)	2D20 ROLL	AMMO (QUANTITY)
2	2mm EC (6+3)	15	Flamer Fuel (12+6)	28	Fusion Cell (14+7)
3	2mm EC (6+3)	16	Flamer Fuel (12+6)	29	Railway Spike (6+3)
4	2mm EC (6+3)	17	.45 Rounds (9+4)	30	Railway Spike (6+3)
5	Plasma Cartridge (10+5)	18	.45 Rounds (9+4)	31	.44 Magnum (4+2)
6	Missile (2+1)*	19	10mm (8+4)	32	.44 Magnum (4+2)
7	Fusion Core (1)**	20	10mm (8+4)	33	5.56mm (8+4)
8	5mm (12+6 ×10)	21	.38 Ammo (10+5)	34	5.56mm (8+4)
9	5mm (12+6 ×10)	22	.38 Ammo (10+5)	35	Missile (2+1)*
10	.50 ammo (4+2)	23	Flare (2+1)	36	Fusion Core (1)**
11	.50 ammo (4+2)	24	.308 ammo (6+3)	37	Plasma Cartridge (10+5)
12	Syringer Ammo (4+2)	25	Shotgun Shells (6+3)	38	Mini-Nuke (1+1)**
13	Syringer Ammo (4+2)	26	Shotgun Shells (6+3)	39	Mini-Nuke (1+1)**
14	Gamma Round (4+2)	27	Fusion Cell (14+7)	40	Mini-Nuke (1+1)**

* Characters with the Scavenger perk receive only +1 per rank additional Missiles.

** Characters with the Scavenger perk do not receive any additional Fusion Cores or Mini-Nukes.

ARMOR

Armor is listed on p.130.

Power Armor Frames do not come with a fusion core.

Some entries may ask for a roll for location. This means to roll on the hit location table (p.28) to determine which location that piece of armor covers, re-rolling any inapplicable results (head results for Raider leather armor, as there is no corresponding helmet).

Random Armor

2D20 ROLL	ARMOR	2D20 ROLL	ARMOR	2D20 ROLL	ARMOR
2	X-01 Power Armor Piece	15	Sturdy Metal Armor	28	Heavy Leather Armor
3	X-01 Power Armor Piece	16	Heavy Raider Armor	29	Synth Armor
4	X-01 Power Armor Piece	17	Vault-Tec Armor	30	T-51 Power Armor Piece
5	Power Armor Frame	18	Sturdy Raider Armor	31	Heavy Combat Armor
6	Power Armor Frame	19	Leather Armor	32	Heavy Combat Armor
7	T-60 Power Armor Piece	20	Sturdy Raider Armor	33	Sturdy Synth Armor
8	T-60 Power Armor Piece	21	Raider Armor	34	Sturdy Synth Armor
9	Heavy Dog Armor	22	Sturdy Raider Armor	35	Sturdy Raider Armor
10	Heavy Dog Armor	23	Metal Armor	36	Power Armor Frame
11	Sturdy Combat Armor	24	Light Dog Armor	37	Power Armor Frame
12	Heavy Metal Armor	25	Sturdy Leather Armor	38	Heavy Synth Armor
13	Raider Power Armor Piece	26	Combat Armor	39	Heavy Synth Armor
14	Medium Dog Armor	27	T-45 Power Armor Piece	40	Heavy Synth Armor

CLOTHING

Clothing and outfits are on p.122.

Random Clothing

2D20 ROLL	CLOTHING	2D20 ROLL	CLOTHING	2D20 ROLL	CLOTHING
2	Brotherhood of Steel Fatigues	15	Road Leathers	28	Heavy Coat
3	Welder's Visor	16	Casual Clothing	29	Heavy Coat
4	Brotherhood Scribe's Hat	17	Casual Clothing	30	Utility Overalls
5	Brotherhood of Steel Hood	18	Hides	31	Utility Overalls
6	Brotherhood Scribe's Armor	19	Hides	32	Casual Hat
7	Brotherhood of Steel Uniform	20	Harness	33	Hood or Cowl
8	Hard Hat	21	Harness	34	Vault Jumpsuit
9	Army Helmet	22	Sack Hood	35	Formal Clothing
10	Lab Coat	23	Sack Hood	36	Formal Clothing
11	Lab Coat	24	Military Fatigues	37	Formal Hat
12	Engineer's Armor	25	Military Fatigues	38	Gas Mask
13	Engineer's Armor	26	Tough Clothing	39	Cage Armor
14	Road Leathers	27	Tough Clothing	40	Hazmat Suit

FOOD

Food items are listed on p.149.

There is one additional table here separate from the rarity tables: Foraging. The Foraging table contains food items which can be found by foraging in the wilderness.

Many Food items listed in the **Equipment** chapter are not listed on the tables below. They can only be obtained through cooking, described in the Crafting section later in this chapter, or butchering the bodies of dead creatures.

Random Food

2D20 ROLL	FOOD	2D20 ROLL	FOOD	2D20 ROLL	FOOD
2	Tarberry	15	BlamCo Brand Mac and Cheese	28	Brain Fungus
3	Perfectly Preserved Pie	16	Sugar Bombs	29	Corn
4	Melon (non-irradiated)	17	Potted Meat	30	Gourd
5	Carrot (non-irradiated)	18	Pork 'n' Beans	31	Melon
6	Institute Food Packet	19	InstaMash	32	Silt Bean
7	Sugar Bombs (preserved)	20	Dandy Boy Apples	33	Tato
8	Mutfruit (non-irradiated)	21	Canned Dog Food	34	InstaMash (preserved)
9	Fancy Lads Snack Cakes (preserved)	22	Fancy Lads Snack Cakes	35	Salisbury Steak (preserved)
10	Sweet Roll	23	Gum Drops	36	Food Paste
11	Razorgrain	24	Mutfruit	37	Noodle Cup
12	Iguana Bits	25	Potato Crisps	38	Corn (non-irradiated)
13	Cram	26	Salisbury Steak	39	BlamCo Brand Mac and Cheese (preserved)
14	Carrot	27	Yum-Yum Deviled Eggs	40	Tarberry

The Foraging table, below, is used for gathering food from wild plants while in the wasteland. An hour's foraging and a **PER + Survival** test with a difficulty of 1 finds a number of items this table equal to your Survival score, +1 item per AP spent. Roll once to determine which item is found.

Foraging

D20 ROLL	FOOD FOUND
1-2	Brain Fungus
3-4	Carrot
5-6	Corn
7-8	Gourd
9-10	Melon
11-13	Mutfruit
14-15	Razorgrain
16-17	Silt Bean
18-20	Tato

BEVERAGES

Beverages are listed on p.160.

There is one additional table here separate from the rarity tables: Nuka-Cola. This is used specifically when searching Nuka-Cola machines.

Some Beverage items listed in the **Equipment** chapter are not listed on the tables below. They can only be obtained through cooking, described in the Crafting section later in this chapter.

Random Beverages

2D20 ROLL	BEVERAGE	2D20 ROLL	BEVERAGE	2D20 ROLL	BEVERAGE
2	Wine	15	Beer	28	Brahmin Milk
3	Wine	16	Beer	29	Brahmin Milk
4	Whiskey	17	Beer	30	Brahmin Milk
5	Whiskey	18	Beer	31	Rum
6	Nuka-Cherry	19	Dirty Water	32	Rum
7	Nuka-Cherry	20	Dirty Water	33	Rum
8	Nuka-Cherry	21	Dirty Water	34	Moonshine
9	Nuka-Cola	22	Dirty Water	35	Moonshine
10	Nuka-Cola	23	Dirty Water	36	Moonshine
11	Nuka-Cola	24	Purified Water	37	Vodka
12	Bourbon	25	Purified Water	38	Vodka
13	Bourbon	26	Purified Water	39	Wine
14	Bourbon	27	Purified Water	40	Wine

The Nuka-Cola table, below, is used when a Nuka-Cola machine is found while scavenging. Roll twice to determine the machine's contents.

Nuka-Cola

D20 ROLL	ITEM
1-8	Empty
9-12	1+2 glass bottles (junk, scavenge for 2 common materials each)
13-15	1 Nuka-Cola
16-17	2 Nuka-Cola
18	1 Nuka-Cola, 1 Nuka-Cherry
19	2 Nuka-Cola, 1 Nuka-Cherry
20	1 Nuka-Cola Quantum

CHEMS

Chems are listed on p.164.

Many Chems items listed in the **Equipment** chapter are not listed on the tables below. They can only be obtained through crafting, described in the Crafting section later in this chapter.

Random Chems

2D20 ROLL	CHEM	2D20 ROLL	CHEM	2D20 ROLL	CHEM
2	Super Stimpak	15	Daddy-O	28	Buffout
3	Calmex	16	Rad-X (diluted)	29	Jet
4	Day Tripper	17	Rad-X (diluted)	30	Jet
5	Addictol	18	Healing Salve	31	Mentats
6	Stimpak	19	Healing Salve	32	Mentats
7	Stimpak	20	Dirty Water	33	Rad-X
8	RadAway	21	Dirty Water	34	Rad-X
9	RadAway	22	Dirty Water	35	Stimpak
10	Psycho	23	Stimpak (diluted)	36	Stimpak
11	Psycho	24	Stimpak (diluted)	37	Antibiotics
12	Med-X	25	RadAway (diluted)	38	Overdrive
13	Med-X	26	RadAway (diluted)	39	Fury
14	Daddy-O	27	Buffout	40	X-Cell

WEAPONS (RANGED)

Ranged Weapons are listed on p.95.

Ranged weapons found come with a standard quantity of their ammunition (standard quantities shown on the ammunition table in this chapter and on p.91).

Random Ranged Weapons

2D20 ROLL	RANGED WEAPON	2D20 ROLL	RANGED WEAPON	2D20 ROLL	RANGED WEAPON
2	Fat Man	11	Institute Laser Rifle (Long Barrel, Standard Stock)	20	Pipe Rifle (Long Barrel, Standard Stock)
3	Fat Man	12	Syringer	21	Pipe Gun
4	Missile Launcher	13	Hunting Rifle	22	Auto Pipe Gun (Automatic Receiver)
5	Missile Launcher	14	Assault Rifle	23	Pipe Revolver
6	Railway Rifle	15	Laser Musket	24	Pipe Bolt Action Rifle (Long Barrel, Standard Stock)
7	Junk Jet	16	Submachine Gun	25	10mm Auto Pistol (Automatic Receiver)
8	Flamer	17	10mm Pistol	26	Double-Barreled Shotgun
9	Plasma Pistol	18	Pipe Bolt Action	27	.44 Pistol

2D20 ROLL	RANGED WEAPON	2D20 ROLL	RANGED WEAPON	2D20 ROLL	RANGED WEAPON
28	Combat Rifle	33	Minigun	38	Heavy Incinerator
29	Scoped Hunting Rifle (Long Barrel, Short Scope)	34	Plasma Rifle (Long Barrel, Standard Stock)	39	Gamma Gun
30	Combat Shotgun	35	Gatling Laser	40	Gamma Gun
31	Institute Laser Pistol	36	Gauss Rifle		
32	Laser Pistol	37	Heavy Incinerator		

WEAPONS (MELEE)

Melee Weapons are listed on p.111.

Random Melee Weapons

2D20 ROLL	MELEE WEAPON	2D20 ROLL	MELEE WEAPON	2D20 ROLL	MELEE WEAPON
2	Deathclaw Gauntlet	15	Walking Cane	28	Pipe Wrench
3	Shishkebab	16	Walking Cane	29	Knuckles
4	Shishkebab	17	Pool Cue	30	Knuckles
5	Sledgehammer	18	Pool Cue	31	Tire Iron
6	Sledgehammer	19	Switchblade	32	Tire Iron
7	Ripper	20	Switchblade	33	Sword
8	Ripper	21	Board	34	Sword
9	Boxing Glove	22	Board	35	Aluminum Baseball Bat
10	Boxing Glove	23	Lead Pipe	36	Aluminum Baseball Bat
11	Baton	24	Lead Pipe	37	Power Fist
12	Baton	25	Rolling Pin	38	Power Fist
13	Machete	26	Rolling Pin	39	Super Sledge
14	Machete	27	Pipe Wrench	40	Super Sledge

WEAPONS (THROWN/EXPLOSIVES)

Thrown Weapons are listed on p.119, while Explosives are on p.120.

Items are found in the quantity listed.

Random Thrown and Explosive Weapons

2D20 ROLL	THROWN/EXPLOSIVE WEAPON	2D20 ROLL	THROWN/EXPLOSIVE WEAPON	2D20 ROLL	THROWN/EXPLOSIVE WEAPON
2	1 Nuka Grenade	15	2+1 Javelins	28	2+1 Molotov Cocktails
3	1 Pulse Mine	16	2+1 Javelins	29	2+1 Molotov Cocktails
4	1 Pulse Mine	17	2+1 Javelins	30	2+1 Tomahawks
5	1 Plasma Mine	18	2+1 Javelins	31	2+1 Tomahawks
6	1 Plasma Mine	19	2+1 Javelins	32	2+1 Tomahawks
7	1 Bottlecap Mine	20	4+2 Throwing Knives	33	1 Frag Mine
8	1 Bottlecap Mine	21	4+2 Throwing Knives	34	1 Frag Mine
9	1 Bottlecap Mine	22	4+2 Throwing Knives	35	1 Frag Mine
10	2+1 Frag Grenades	23	2+1 Baseball Grenades	36	1 Plasma Grenade
11	2+1 Frag Grenades	24	2+1 Baseball Grenades	37	1 Plasma Grenade
12	2+1 Frag Grenades	25	2+1 Baseball Grenades	38	1 Pulse Grenade
13	2+1 Molotov Cocktails	26	2+1 Baseball Grenades	39	1 Pulse Grenade
14	2+1 Molotov Cocktails	27	2+1 Baseball Grenades	40	1 Nuke Mine

ODDITIES AND VALUABLES

These tables cover a variety of different items not covered in other lists. Unlike the other loot tables, this table requires rolling 3d20 rather than 2d20.

Unusual Items

A small number of items appear on the Oddity table which are not described elsewhere.

Note or Holotape

This is one or more pieces of paper, or a single holotape recording, from someone who was in this location previously. They may be relics from before the Great War, or journals kept by other survivors who passed through years or even decades earlier. They have no inherent value, but they can often provide useful information. The GM determines what information is found in a note or on a holotape, which could include directions to a previously unknown location, clues towards a secret to uncover, a rare crafting recipe, something which inspires a new question, or simply a bit of extra worldbuilding information about the wasteland.

Container

A large duffel bag, a cooler or picnic hamper, or some other kind of unsecured container. Normally portable, these containers are likely to have been dropped by a previous survivor in the area and aren't part of the normal items found in that location. The GM chooses an item category: the container holds an item rolled from that category's table at the rarity of the container.

Container, Locked

Ammo boxes, foot lockers, locked toolboxes, and similar. Someone took the time to secure this container, so there must be something good inside. A successful **PER + Lockpick** test with a difficulty equal to the container's rarity opens the lock, and within are two items from categories determined by the GM, of a rarity equal to that of the container.

Key

A key or a note containing a password for a computer system. For the sake of the game, each key opens a lock with a difficulty of the key's rarity or lower (or unlocks a computer system of that difficulty if it's a password). This can be used in the same location, or it can be used in a later location.

Random Oddities and Valuables

3D20 ROLL	ODDITY/VALUABLE	3D20 ROLL	ODDITY/VALUABLE	3D20 ROLL	ODDITY/VALUABLE
3	Regeneration Field	12	Diagnosis Mod	21	Lockpick Set
4	Regeneration Field	13	Geiger Counter	22	Holotape Player
5	Pre-War Money worth 5d20 Caps	14	Doctor's Bag	23	Large Backpack
6	Pre-War Money worth 5d20 Caps	15	Magazine (see p.172)	24	Pre-War Money worth 3d20 Caps
7	5d20 Caps	16	Pre-War Money worth 4d20 Caps	25	3d20 Caps
8	5d20 Caps	17	4d20 Caps	26	Integral Boiler Mod
9	5d20 Caps	18	Container	27	1+2 Signal Flares
10	Stealth Field	19	Hazard Detection Mod	28	Pre-War Money worth 2d20 Caps
11	Recon Sensors	20	Radio	29	2d20 Caps

3D20 ROLL	ODDITY/VALUABLE	3D20 ROLL	ODDITY/VALUABLE	3D20 ROLL	ODDITY/VALUABLE
30	2+1 Bobby Pins	41	Multi-Tool	52	Key
31	1d20 Caps	42	Hacking Module	53	Key
32	Pre-War Money worth 1d20 Caps	43	Lockpick Module	54	Key
33	4+2 Bobby Pins	44	Container, Locked	55	10+5 Bobby Pins
34	Small Backpack	45	8+4 Bobby Pins	56	10+5 Bobby Pins
35	Torch	46	Stealth Boy	57	10+5 Bobby Pins
36	Note or Holotape	47	Deluxe Toolkit	58	Stimpak Diffuser
37	6+3 Bobby Pins	48	Flashlight	59	Stimpak Diffuser
38	Robot Repair Kit	49	Behavioral Analysis Mod	60	Tesla Coils
39	First Aid Kit	50	Radiation Coils		
40	Lantern	51	Sensor Array		

JUNK

Junk items have little immediate benefit, beyond amusement or nostalgia, but they're still potentially valuable for the materials they're made from.

Junk items have no rules effect on their own. Their only effect is to be found and broken down into useful materials, which can be used for crafting and repairing other items.

When you find junk while scavenging, roll 2d20. That is the quantity of junk items you scavenge. Junk items have a weight of 2 and are worth 2 caps each in trade. You may spend 1 Luck point to increase the number of junk items scavenged by an amount equal to your **LCK** score.

You can salvage materials from junk items and from other items you wish to dispose of to use them later for repairs and for crafting. Salvage requires that you have appropriate tools or facilities, such as a workbench.

Salvaging items takes 10 minutes per item being salvaged and requires an **INT + Repair** test with a difficulty of 0. Roll 1 for each junk item salvaged: you receive **common materials** equal to the total rolled. You may roll +1 for every AP spent after succeeding on this test, as you salvage more efficiently and secure more materials.

- If you have the Scrapper perk, you also receive one **uncommon material** for each effect rolled. If you have two ranks in the Scrapper perk, you'll also receive one **rare material** for every two Effects rolled.
- **Consumable items cannot be salvaged:** you cannot unmix chems, nor uncook meat.
- **You cannot salvage ammunition:** the means to do so requires tools that are nearly impossible to find in the wasteland.

Common materials include wood, steel, plastic, rubber, cloth, concrete, bone, and ceramics; substances that are easy to find and easy to salvage. A single unit of common materials has a cost of 1 cap, and a weight of 1.

Uncommon materials are rarer and harder to salvage, and include copper, aluminum, lead, silver, as well as cork, glass, fertilizer, fiberglass, and small components such as gears, springs, and screws. A single unit of uncommon materials has a cost of 3 caps, and a weight of 1.

Rare materials are the rarest and most difficult to salvage. Asbestos, ballistic fiber, circuitry, fiber optics, corrosive and antiseptic chemicals, and even nuclear material are found in many items, but are difficult to salvage. A single unit of rare materials has a cost of 5 caps and a weight of 1.

CRAFTING

In the wasteland, most of what you need to survive can be found, stolen, looted, or traded. But only most of it. Long-term survival requires being more proactive than that, and often comes down to learning how to make things yourself or befriending someone who can make things.

This process is collectively referred to as crafting. It covers assembling and modifying weapons and armor, repairing damaged items, cooking food, and making chems and improvised explosives.

The crafting process allows you to make and customize the items your character uses, to gain an edge over the dangers in the wasteland.

WORKBENCHES

The first thing you need when crafting is the right tools, and somewhere to work with them. These spaces are collectively called workbenches.

- An **armor workbench** contains the tools needed to work with armor and clothing, though not power armor. Crafting using an armor workbench uses the Repair skill, and benefits from the Armorer perk.
- A **chemistry station** contains tools used for mixing chemicals to create chems, explosives, and Syringer ammunition. Crafting using a chemistry station uses the Science and Explosives skills, and benefits from the Chemist and Demolition Expert perks.
- A **cooking station** provides an open flame and the tools used for cooking food and beverages. Crafting using a cooking station uses the Survival skill.
- A **Power Armor station** is a space for working with Power Armor. Crafting using a Power Armor station uses the Repair and Science skills, and benefits from the Armorer and Science! perks.
- A **robot workbench** provides the tools and space needed to modify a robot. Crafting using a robot workbench uses the Repair and Science skills and benefits from the Robotics Expert perk.
- A **weapons workbench** contains tools for working with weapons of various kinds. Crafting using a weapons workbench uses the Repair and Science skills, and benefits from the Gun Nut, Science!, and Blacksmith perks.

These workbenches can be found across the wasteland, typically in settled areas. Hostile NPCs may not look too kindly on you using their facilities, while friendly ones may give permission for you to use their workbenches as a reward for helping them out.

Cooking stations are an exception to this. Being relatively small and simple, a cooking station can be crafted basically anywhere, and a recipe for crafting a cooking station can be found on p.216.

LEARNING RECIPES AND CRAFTING ITEMS

The next part of the crafting process is learning recipes. Each recipe describes how to craft a specific item, explains what ingredients are needed, and how difficult it is.

- Common recipes are known to everyone as standard.
- Uncommon recipes are learned by purchasing certain perks while advancing the character.
- Rare recipes can only be learned from a specific person or by finding a copy of the recipe written down; these only become available at the GM's discretion and may be granted as a reward or found as a note or holotape while scavenging.

Each recipe has a Complexity, which represents how complex the item is to assemble. The recipe also lists the skill needed to craft the item, and any perks required to learn the recipe in the first place. The materials needed to craft an item are based on this Complexity score.

When attempting to craft an item, it requires a skill test, using INT plus the listed skill. The difficulty of this test is equal to the recipe's Complexity, minus your rank in the skill (to a minimum of 0). If the final difficulty is zero, you can choose to succeed without rolling. Crafting an item takes an hour (halved by spending 2 AP if you're successful; each complication adds an extra half hour to the time); crafting an item on a cooking station requires only twenty minutes (and adds only ten minutes per complication).

If you succeed at this skill test, you have created the desired item. If you failed the test, you have not crafted the item. If you were crafting an item using a cooking station or chemistry station, all ingredients are used up on a failed test. Complications from a skill test to craft may also result in ingredients being wasted or lost.

MAKING REPAIRS

Many items cannot be crafted from scratch—at least, not without precision tools that are extremely difficult to find, which are beyond the scope of the rules here—but they can still be repaired when they suffer damage or wear and tear.

Repairing an item to full function requires an appropriate workbench, and materials determined by the Rarity of the item being repaired (detailed on the following table), and an **INT + Repair** test with a difficulty equal to the item's rarity. If you possess another item of that type (i.e., you're trying to repair a 10mm pistol, and you have a second 10mm pistol on hand), you can scrap that item while making repairs. This both provides the materials needed *and* reduces the difficulty by 1. This takes half an hour (halved to fifteen minutes by spending 2 AP if you're successful, complications may add an extra fifteen minutes to the time).

Materials Required to Repair Items

ITEM RARITY	MATERIALS REQUIRED TO REPAIR
0	1 Common materials
1	2 Common Materials
2	2 Common Materials, 1 Uncommon Materials
3	2 Common Materials, 2 Uncommon Materials
4	2 Common Materials, 2 Uncommon Materials, 1 Rare Materials
5+	3 Common Materials, 3 Uncommon Materials, 1 Rare Materials

When repairing an item, increase the complication range of the repair test by +1 for each mod the item has—modified items are trickier to repair and there's more chances of something going wrong. Complications can make the repairs take longer, as noted above, or result in additional materials being wasted.

RECIPES LIST

The following tables detail the recipes you can learn and use to craft mods and items. They are grouped by workbench type.

MATERIALS

Unless a recipe listed in the sections below mentions specific materials required, all recipes use the same materials, determined by the complexity of the recipe.

Required Materials for Complex Recipes

COMPLEXITY	MATERIALS REQUIRED
1	Common Materials ×2
2	Common Materials ×3
3	Common Materials ×4 Uncommon Materials ×2
4	Common Materials ×5 Uncommon Materials ×3
5	Common Materials ×6 Uncommon Materials ×4 Rare Materials ×2
6	Common Materials ×7 Uncommon Materials ×5 Rare Materials ×3
7+	Common Materials ×8 Uncommon Materials ×6 Rare Materials ×4

ARMOR WORKBENCH

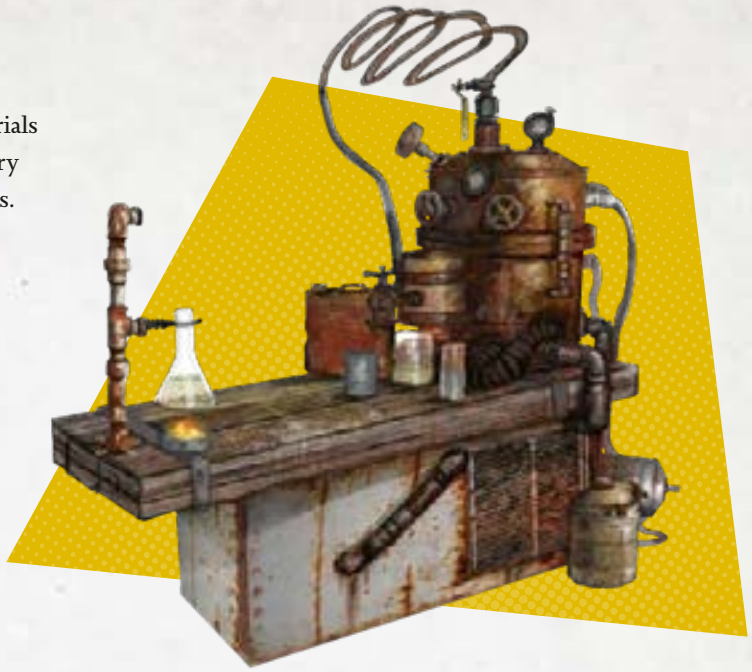
The following recipes create mods for clothing, outfits, and armor.

ARMOR TYPE	COMPLEXITY	PERKS	SKILL	RARITY
BALLISTIC WEAVE				
Ballistic Weave	3	–	Repair	Rare
Ballistic Weave Mk II	3	Armorer 1	Repair	Rare
Ballistic Weave Mk III	3	Armorer 2	Repair	Rare
Ballistic Weave Mk IV	3	Armorer 3	Repair	Rare
Ballistic Weave Mk V	3	Armorer 4	Repair	Rare
VAULT SUIT LINING				
Insulated Lining	2	–	Repair	Common
Treated Lining	3	Armorer 2	Repair	Uncommon
Resistant Lining	4	Armorer 3	Repair	Uncommon
Protective Lining	5	Armorer 4, Science! 2	Repair	Uncommon
Shielded Lining	6	Armorer 4, Science! 4	Repair	Uncommon

ARMOR TYPE	COMPLEXITY	PERKS	SKILL	RARITY
RAIDER ARMOR MATERIAL				
Welded	2	–	Repair	Common
Tempered	3	–	Repair	Common
Hardened	4	Armorer 1	Repair	Uncommon
Buttressed	5	Armorer 1	Repair	Uncommon
LEATHER ARMOR MATERIAL				
Boiled Leather	2	–	Repair	Common
Girded Leather	3	–	Repair	Common
Treated Leather	4	Armorer 1	Repair	Uncommon
Shadowed Leather	5	Armorer 1	Repair	Uncommon
Boiled Leather	6	Armorer 1	Repair	Uncommon
METAL ARMOR MATERIAL				
Painted Metal	2	–	Repair	Common
Enameled Metal	3	Armorer 1	Repair	Common
Shadowed Metal	4	Armorer 1	Repair	Uncommon
Alloyed Metal	5	Armorer 1	Repair	Uncommon
Polished Metal	6	Armorer 2	Repair	Uncommon
COMBAT ARMOR MATERIAL				
Reinforced	3	–	Repair	Common
Shadowed	4	Armorer 1	Repair	Uncommon
Fiberglass	5	Armorer 1	Repair	Uncommon
Polymer	6	Armorer 1	Repair	Uncommon
SYNTH ARMOR MATERIAL				
Laminated	4	–	Repair	Common
Resin	5	Armorer 1	Repair	Uncommon
Microcarbon	6	Armorer 1	Repair	Uncommon
Nanofilament	7	Armorer 1	Repair	Uncommon
ARMOR MODS				
Lighter Build	2	–	Repair	Common
Pocketed	2	–	Repair	Uncommon
Deep Pocketed	4	Armorer 2	Repair	Uncommon
Lead Lined	5	Armorer 2, Science! 1	Repair	Uncommon
Ultra-Light Build	5	Armorer 3	Repair	Uncommon
Padded (Torso Only)	3	–	Repair	Common
Asbestos Lining (Torso Only)	4	Armorer 1	Repair	Uncommon
Dense (Torso Only)	6	Armorer 3	Repair	Uncommon
BioCommMesh (Torso Only)	7	Armorer 4, Science! 2	Repair	Uncommon
Pneumatic (Torso Only)	6	Armorer 4	Repair	Uncommon
Brawling (Arms Only)	3	Armorer 1	Repair	Uncommon
Braced (Arms Only)	3	Armorer 1	Repair	Uncommon
Stabilized (Arms Only)	4	Armorer 2	Repair	Uncommon
Aerodynamic (Arms Only)	5	Armorer 3	Repair	Uncommon
Weighted (Arms Only)	6	Armorer 4	Repair	Uncommon
Cushioned (Legs Only)	3	Armorer 1	Repair	Uncommon
Muffled (Legs Only)	4	Armorer 2	Repair	Uncommon

CHEMISTRY STATION

Items crafted at a Chemistry Station list specific materials for their creation. Many items crafted at a Chemistry Station require other consumable items as materials.



CHEMISTRY ITEM	MATERIALS	COMPLEXITY	PERKS	SKILL	RARITY
CHEMS					
Antibiotics	Rare Materials ×2 Glowing Fungus ×3 Purified Water ×2 Stimpak ×3	4	Chemist	Science	Uncommon
Berry Mentats	Rare Materials ×1 Mentats ×1 Tarberry ×2	3	–	Science	Common
Buffjet	Buffout ×1 Jet ×1	2	–	Science	Common
Bufftats	Buffout ×1 Mentats ×1	2	–	Science	Common
Diluted RadAway	RadAway ×1 Purified Water ×1	2	–	Science	Common
Diluted Rad-X	Rad-X ×1 Purified Water ×1	2	–	Science	Common
Diluted Stimpak	Stimpak ×1 Purified Water ×1	2	–	Science	Common
Fury	Berserk Syringe ×1 Buffout ×1	2	Chemist	Science	Uncommon
Glowing Blood Pack	Rare Materials ×1 Blood Pack ×1 Irradiated Blood ×1	3	–	Science	Common
Grape Mentats	Hubflower ×2 Mentats ×1 Whiskey ×1	3	–	Science	Common
Jet	Uncommon Materials ×2 Common Materials ×1	2	–	Science	Common

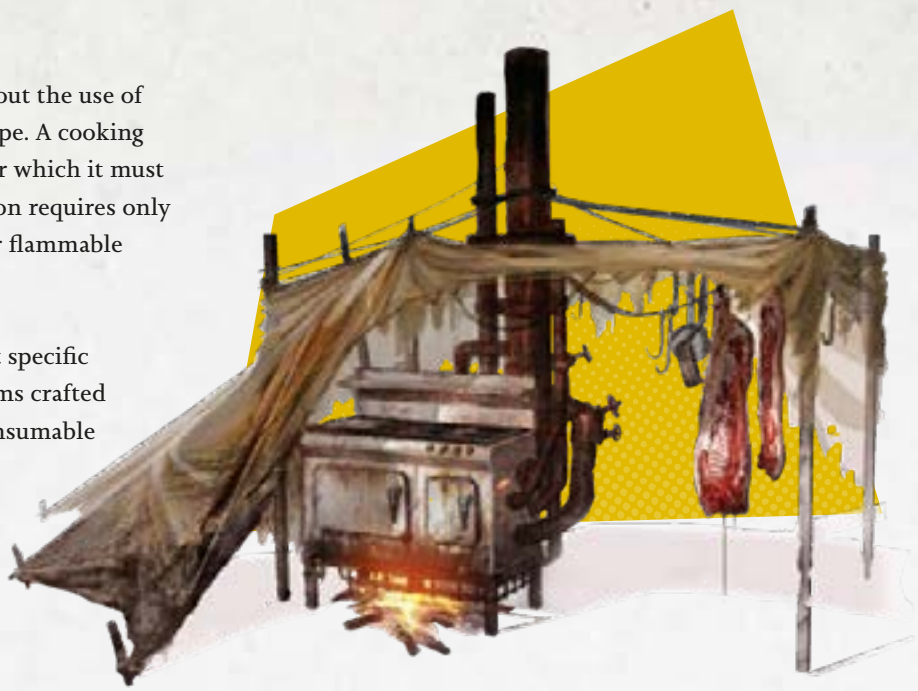
CHEMISTRY ITEM	MATERIALS	COMPLEXITY	PERKS	SKILL	RARITY
Jet Fuel	Flamer Fuel ×5 Jet ×1	2	Chemist	Science	Uncommon
Mentats	Abraxo Cleaner ×1 Brain Fungus ×2 Uncommon Materials ×1	3	–	Science	Common
Orange Mentats	Uncommon Materials ×1 Carrot ×3 Mentats ×1	3	–	Science	Common
Overdrive	Rare Materials ×2 Nuka-Cola ×1 Psycho ×1	3	Chemist	Science	Uncommon
Psycho	Rare Materials ×2 Hubflower ×2 Stimpak ×1	4	–	Science	Common
Psycho Jet	Jet ×1 Psycho ×1	2	–	Science	Common
Psychobuff	Buffout ×1 Psycho ×1	2	–	Science	Common
RadAway	Rare Materials ×2 Glowing Fungus ×3 Common Materials ×1 Purified Water ×1	4	–	Science	Common
Refreshing Beverage	Rare Materials ×3 Blood Pack Purified Water ×2 RadAway ×2 Stimpak ×1	5	–	Science	Common
Robot Repair Kit	Rare Materials ×2 Fusion Cell ×4 Uncommon Materials ×2 Common Materials ×1	4	–	Science	Common
Skeeto Spit	Blood Sac ×1 Bloodleaf ×1 Uncommon Materials ×1 Common Materials ×1	4	–	Science	Common
Stimpak	Antiseptic ×2 Blood pack ×1 Common Materials ×1	3	–	Science	Common
Ultra Jet	Bloodleaf ×1 Uncommon Materials ×1 Jet ×1 Common Materials ×2	4	Chemist	Science	Uncommon
EXPLOSIVES					
Baseball Grenade	Common Materials ×3 Uncommon Materials ×2	5	Demolition Expert	Explosives	Uncommon

CHEMISTRY ITEM	MATERIALS	COMPLEXITY	PERKS	SKILL	RARITY
Frag Grenade	Common Materials ×2 Uncommon Materials ×3	5	Demolition Expert	Explosives	Uncommon
Molotov Cocktail	Common Materials ×3 Uncommon Materials ×2	4	–	Explosives	Common
Plasma Grenade	Uncommon Materials ×3 Rare Materials ×2	5	Demolition Expert, Science! 3	Explosives	Uncommon
Pulse Grenade	Uncommon Materials ×3 Rare Materials ×2	5	Demolition Expert, Science! 2	Explosives	Uncommon
Bottlecap Mine	Common Materials ×4 Uncommon Materials ×1	5	Demolition Expert	Explosives	Uncommon
Frag Mine	Common Materials ×2 Uncommon Materials ×3	5	Demolition Expert	Explosives	Uncommon
Plasma Mine	Uncommon Materials ×3 Rare Materials ×2	5	Demolition Expert, Science! 3	Explosives	Uncommon
Pulse Mine	Uncommon Materials ×3 Rare Materials ×2	5	Demolition Expert, Science! 2	Explosives	Uncommon
SYRINGER AMMUNITION					
Berserk	Uncommon Materials ×1 Bourbon ×1 Dirty Water ×1 Common Materials ×1	4	–	Science	Common
Bleed-Out	Uncommon Materials ×2 Common Materials ×1	3	–	Science	Common
Bloatfly Larva	Bloatfly Gland ×1 Uncommon Materials ×1 Psycho ×1	3	–	Science	Common
Endangerol	Uncommon Materials ×3 Med-X ×1	4	–	Science	Common
Lock Joint	Dirty Water ×1 Uncommon Materials ×2 Common Materials ×1 Stingwing Barb ×1 Tarberry ×2	5	–	Science	Common
Mind Cloud	Abraxo Cleaner ×1 Asbestos ×2 Uncommon Materials ×1 Purified Water ×1	4	–	Science	Common
Pax	Mutfruit ×2 Nuka-Cola ×1 Common Materials ×1	3	–	Science	Common
Radscorpion Venom	Uncommon Materials ×1 Radscorpion Stinger ×1 Common Materials ×1	3	–	Science	Common
Yellow Belly	Uncommon Materials ×5	4	–	Science	Common

COOKING STATION

A cooking station can be crafted without the use of a workbench, using the following recipe. A cooking station functions for eight hours, after which it must be repaired; repairing a Cooking Station requires only 1 Common Materials (wood and other flammable materials to restart the fire).

Items crafted at a Cooking Station list specific materials for their creation. Many items crafted at a Cooking Station require other consumable items—typically other food or drink —as materials.



COOKING ITEM	MATERIALS	COMPLEXITY	PERKS	SKILL	RARITY
WORKBENCH					
Cooking Station	2	Survival		Common	–
BEVERAGE					
Dirty Wastelander	Mutfruit ×1 Nuka-Cola ×1 Whiskey ×2	3	–	Survival	Rare
Purified Water	Dirty Water ×3	1	–	Survival	Common
Melon Juice	Purified Water ×1 Melon ×1	2	–	Survival	Common
Mutfruit Juice	Purified Water ×1 Mutfruit ×1	2	–	Survival	Common
Tarberry Juice	Purified Water ×1 Tarberry ×1	2	–	Survival	Common
Tato Juice	Purified Water ×1 Tato ×1	2	–	Survival	Common
Dirty Wastelander	Mutfruit ×1 Nuka-Cola ×1 Whiskey ×2	3	–	Survival	Rare
Purified Water	Dirty Water ×3	1	–	Survival	Common
Melon Juice	Purified Water ×1 Melon ×1	2	–	Survival	Common
Mutfruit Juice	Purified Water ×1 Mutfruit ×1	2	–	Survival	Common
Tarberry Juice	Purified Water ×1 Tarberry ×1	2	–	Survival	Common

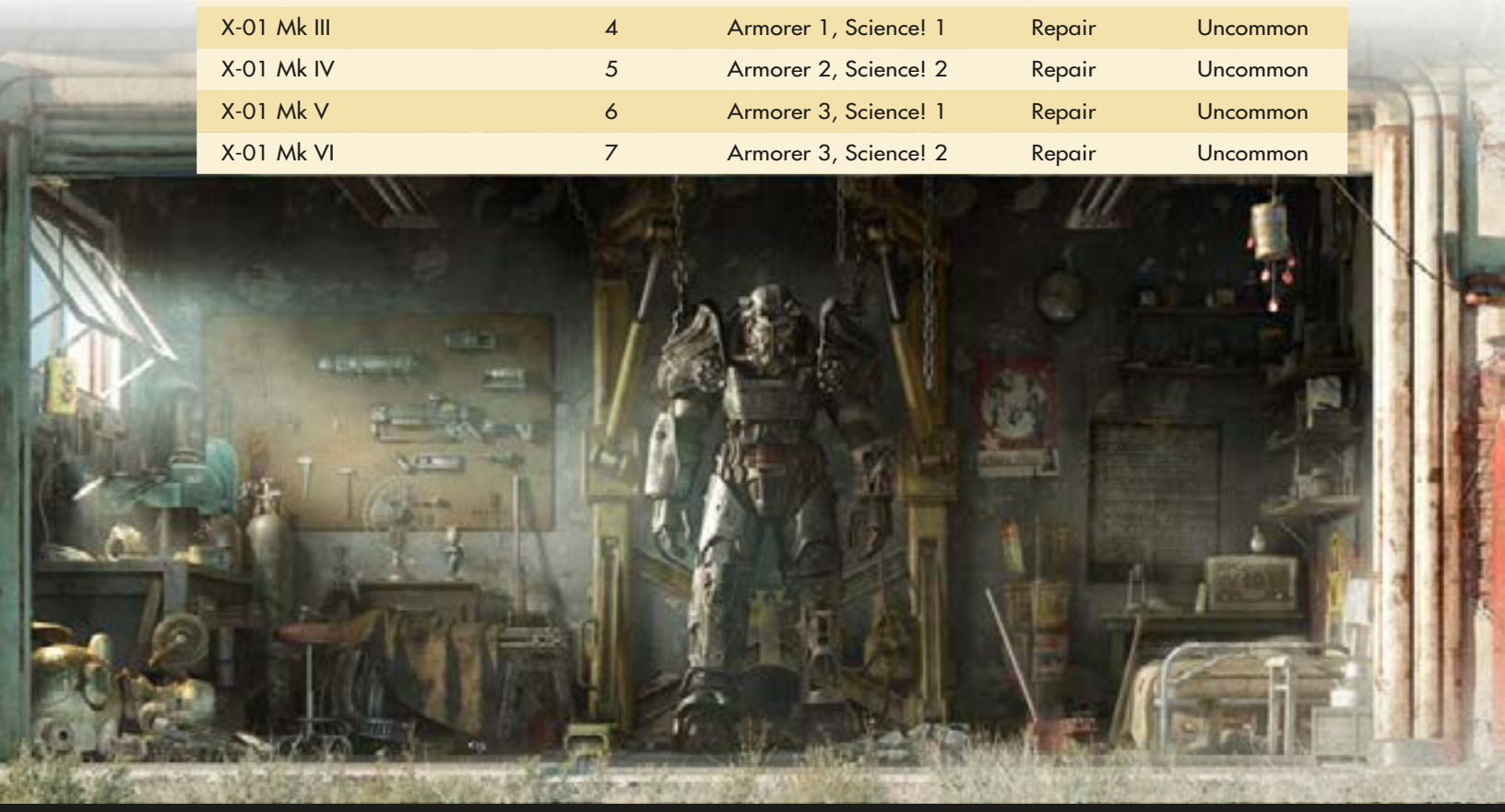
COOKING ITEM	MATERIALS	COMPLEXITY	PERKS	SKILL	RARITY
Tato Juice	Purified Water ×1 Tato ×1	2	–	Survival	Common
Dirty Wastelander	Mutfruit ×1 Nuka-Cola ×1 Whiskey ×2	3	–	Survival	Rare
Purified Water	Dirty Water ×3	1	–	Survival	Common
Melon Juice	Purified Water ×1 Melon ×1	2	–	Survival	Common
Mutfruit Juice	Purified Water ×1 Mutfruit ×1	2	–	Survival	Common
Tarberry Juice	Purified Water ×1 Tarberry ×1	2	–	Survival	Common
Tato Juice	Purified Water ×1 Tato ×1	2	–	Survival	Common
Dirty Wastelander	Mutfruit ×1 Nuka-Cola ×1 Whiskey ×2	3	–	Survival	Rare
Purified Water	Dirty Water ×3	1	–	Survival	Common
Melon Juice	Purified Water ×1 Melon ×1	2	–	Survival	Common
Mutfruit Juice	Purified Water ×1 Mutfruit ×1	2	–	Survival	Common
Tarberry Juice	Purified Water ×1 Tarberry ×1	2	–	Survival	Common
Tato Juice	Purified Water ×1 Tato ×1	2	–	Survival	Common
FOOD					
Baked Bloatfly	Bloatfly Meat ×2	1	–	Survival	Common
Bloodbug Steak	Bloodbug Meat ×1	1	–	Survival	Common
Cooked Softshell Meat	Softshell Mirelurk Meat ×2	1	–	Survival	Common
Crispy Squirrel Bits	Squirrel Bits ×1	1	–	Survival	Common
Deathclaw Omelette	Blood Pack ×1 Deathclaw Egg ×1	2	–	Survival	Common
Deathclaw Steak	Deathclaw Meat ×1	1	–	Survival	Common
Grilled Radroach	Radroach Meat ×3	1	–	Survival	Common
Grilled Radstag	Radstag Meat ×1	1	–	Survival	Common
Iguana on a Stick	Iguana Bits ×1 Common Materials ×1	2	–	Survival	Common
Iguana Soup	Carrot ×1 Dirty Water ×1 Iguana Bits ×3	3	–	Survival	Common

COOKING ITEM	MATERIALS	COMPLEXITY	PERKS	SKILL	RARITY
Mirelurk Cake	Mirelurk Egg ×1 Mirelurk Meat ×1 Uncommon Materials ×1 Razorgrain ×1	4	–	Survival	Rare
Mirelurk Egg Omelette	Dirty Water ×1 Mirelurk Egg ×1	2	–	Survival	Common
Mirelurk Queen Steak	Queen Mirelurk Meat ×1	1	–	Survival	Common
Mole Rat Chunks	Mole rat Meat ×2	1	–	Survival	Common
Mutant Hound Chops	Mutant Hound Meat ×1	1	–	Survival	Common
Mutt Chops	Mongrel Dog Meat ×1	1	–	Survival	Common
Noodle Cup	Dirty Water ×1 Razorgrain ×1	2	–	Survival	Rare
Radscorpion Egg Omelette	Purified Water ×1 Radscorpion Egg ×1	2	–	Survival	Common
Radscorpion Steak	Radscorpion Meat ×1	1	–	Survival	Common
Radstag Stew	Gourd ×1 Radstag Meat ×1 Silt Bean ×1 Vodka ×1	4	–	Survival	Rare
Ribeye Steak	Brahmin Meat ×1	1	–	Survival	Common
Roasted Mirelurk Meat	Mirelurk Meat ×2	1	–	Survival	Common
Squirrel on a Stick	Squirrel Bits ×1 Common Materials ×1	2	–	Survival	Common
Stingwing Filet	Stingwing Meat ×1	1	–	Survival	Common
Vegetable Soup	Carrot ×1 Dirty Water ×1 Tato ×1	3	–	Survival	Common
Yao Guai Ribs	Yao Guai Meat ×1	1	–	Survival	Common
Yao Guai Roast	Carrot ×1 Tato ×1 Yao Guai Meat ×1	3	–	Survival	Rare

POWER ARMOR STATION

Upgrades to the Chest Piece of a piece of Power Armor require one additional unit of Uncommon Materials. Otherwise, upgrading any piece of Power Armor is the same, so the recipes below do not distinguish by location.

POWER ARMOR ITEM	COMPLEXITY	PERKS	SKILL	RARITY
POWER ARMOR UPGRADES				
Raider II	3	Armorer 1	Repair	Uncommon
T-45b	3	Armorer 1	Repair	Uncommon
T-45c	4	Armorer 2	Repair	Uncommon
T-45d	5	Armorer 2, Science! 1	Repair	Uncommon
T-45e	6	Armorer 3, Science! 1	Repair	Uncommon
T-45f	7	Armorer 3, Science! 2	Repair	Uncommon
T-51b	3	Armorer 1	Repair	Uncommon
T-51c	4	Armorer 2	Repair	Uncommon
T-51d	5	Armorer 2, Science! 1	Repair	Uncommon
T-51e	6	Armorer 3, Science! 1	Repair	Uncommon
T-51f	7	Armorer 3, Science! 2	Repair	Uncommon
T-60b	3	–	Repair	Common
T-60c	4	Armorer 1, Science! 1	Repair	Uncommon
T-60d	5	Armorer 2, Science! 2	Repair	Uncommon
T-60e	6	Armorer 3, Science! 1	Repair	Uncommon
T-60f	7	Armorer 3, Science! 2	Repair	Uncommon
X-01 Mk II	3	–	Repair	Common
X-01 Mk III	4	Armorer 1, Science! 1	Repair	Uncommon
X-01 Mk IV	5	Armorer 2, Science! 2	Repair	Uncommon
X-01 Mk V	6	Armorer 3, Science! 1	Repair	Uncommon
X-01 Mk VI	7	Armorer 3, Science! 2	Repair	Uncommon



POWER ARMOR ITEM	COMPLEXITY	PERKS	SKILL	RARITY
POWER ARMOR SYSTEMS				
Rad Scrubber	4	Science! 2	Science	Uncommon
Sensor Array	5	Science! 3	Science	Uncommon
Targeting HUD	5	Science! 3	Science	Uncommon
Internal Database	4	Science! 2	Science	Uncommon
Welded Rebar (Raider only)	2	Armorer 1	Repair	Uncommon
Core Assembly	5	Science! 3	Science	Uncommon
Blood Cleanser	4	Science! 1	Science	Uncommon
Emergency Protocols	6	Science! 4	Science	Uncommon
Motion-Assist Servos	5	Science! 3	Science	Uncommon
Kinetic Dynamo	6	Science! 4	Science	Uncommon
Medic Pump	6	Science! 4	Science	Uncommon
Reactive Plates	5	Armorer 4	Repair	Uncommon
Tesla Coils	5	Science! 3	Science	Uncommon
Stealth Boy	6	Science! 4	Science	Uncommon
Jetpack	7	Armorer 4, Science! 4	Repair	Uncommon
Rusty Knuckles	2	Blacksmith 1	Repair	Uncommon
Hydraulic Bracers	4	Blacksmith 3	Repair	Uncommon
Optimized Bracers	2	Blacksmith 1	Repair	Uncommon
Tesla Bracers	6	Blacksmith 3, Science! 1	Repair	Uncommon
Calibrated Shocks	4	Science! 2	Science	Uncommon
Explosive Vent	5	Science! 3	Science	Uncommon
Overdrive Servos	5	Science! 3	Science	Uncommon
POWER ARMOR PLATING				
Titanium Plating	4	Armorer 3	Repair	Uncommon
Lead Plating	3	Armorer 1	Repair	Uncommon
Photovoltaic Plating	5	Science! 3	Science	Uncommon
Winterized Coating (not on X-01)	3	Armorer 1	Repair	Uncommon
Prism Shielding	4	Science! 2	Science	Uncommon
Explosive Shielding	3	Science! 1	Science	Uncommon
EMP Shielding (X-01 only)	3	Armorer 1	Repair	Uncommon

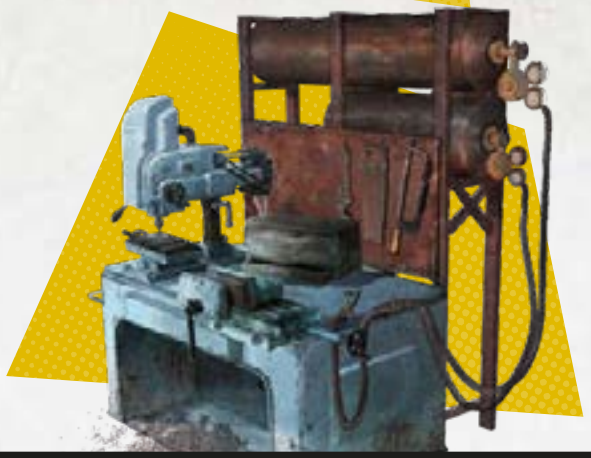
ROBOT WORKBENCH

Robot Armor applied to the Main Body requires one additional unit of Uncommon Materials.

ROBOT ITEM	COMPLEXITY	PERKS	SKILL	RARITY
ROBOT ARMOR				
Factory Armor	2	–	Repair	Common
Factory Storage Armor	3	Armorer 1	Repair	Uncommon
Primal Plate	2	–	Repair	Common
Serrated Plate	3	Armorer 1	Repair	Uncommon
Noxious Plate	3	Armorer 1	Repair	Uncommon
Toxic Plate	5	Armorer 3	Repair	Uncommon
Actuated Frame	2	–	Repair	Common
Voltaic Frame	4	Armorer 2	Repair	Uncommon
Hydraulic Frame	5	Armorer 3	Repair	Uncommon
ROBOT MODS				
Hacking Module	5	–	Science	Common
Lockpick Module	5	–	Science	Common
Radiation Coils	5	Robotics Expert 1	Science	Uncommon
Recon Sensors	5	Robotics Expert 1	Science	Uncommon
Regeneration Field	4	Robotics Expert 2, Science! 2	Science	Rare
Resistance Field	4	Robotics Expert 1, Science! 1	Science	Uncommon
Sensor Array	4	Robotics Expert 1	Science	Uncommon
Stealth Field	5	Robotics Expert 1	Science	Rare
Tesla Coils	5	Robotics Expert 2, Science! 1	Science	Rare

WEAPONS WORKBENCH

The following recipes create mods for small guns, energy weapons, big guns, and melee weapons



Small Guns Mods

WEAPONS ITEM	COMPLEXITY	PERKS	SKILL	RARITY
SMALL GUNS RECEIVER MODS				
Hardened	2	–	Repair	Common
Powerful	3	Gun Nut 1	Repair	Uncommon
Advanced	5	Gun Nut 2	Repair	Uncommon
Calibrated	2	–	Repair	Common
Automatic	3	Gun Nut 1	Repair	Uncommon
Hair Trigger	4	Gun Nut 2	Repair	Uncommon
.38 Receiver	6	Gun Nut 4	Repair	Uncommon
.308 Receiver	6	Gun Nut 4	Repair	Uncommon
.45 Receiver	4	Gun Nut 2	Repair	Uncommon
.50 Receiver	6	Gun Nut 4	Repair	Uncommon
Automatic Piston	4	Gun Nut 2	Repair	Uncommon
SMALL GUNS BARREL MODS				
Snubnose	2	–	Repair	Common
Bull Barrel	5	Gun Nut 3	Repair	Uncommon
Long	3	Gun Nut 1	Repair	Uncommon
Ported	6	Gun Nut 4	Repair	Uncommon
Vented	6	Gun Nut 4	Repair	Uncommon
Sawed-Off	2	–	Repair	Common
Finned	4	Gun Nut 2	Repair	Uncommon
SMALL GUNS GRIP MODS				
Comfort Grip	2	–	Repair	Common
Sharpshooter's Grip	3	Gun Nut 1	Repair	Uncommon
SMALL GUNS STOCK MODS				
Full Stock	2	–	Repair	Common
Marksman's Stock	4	Gun Nut 2	Repair	Uncommon
Recoil Compensating Stock	5	Gun Nut 3	Repair	Uncommon

WEAPONS ITEM	COMPLEXITY	PERKS	SKILL	RARITY
SMALL GUNS SIGHTS				
Reflex Sight	2	–	Repair	Common
Short Scope	2	–	Repair	Common
Long Scope	4	Science! 2	Repair	Uncommon
Short Night Vision Scope	4	Science! 2	Repair	Uncommon
Long Night Vision Scope	5	Science! 3	Repair	Uncommon
Recon Scope	5	Science! 3	Repair	Uncommon
SMALL GUNS MUZZLE				
Bayonet	2	–	Repair	Common
Compensator	3	Gun Nut 1	Repair	Uncommon
Muzzle Break	3	Gun Nut 1	Repair	Uncommon
Suppressor	4	Gun Nut 2	Repair	Uncommon

Energy Weapon Mods

WEAPONS ITEM	COMPLEXITY	PERKS	SKILL	RARITY
ENERGY WEAPON CAPACITOR MODS				
Beta Wave Tuner	2	–	Science	Common
Boosted Capacitor	2	–	Science	Common
Photon Exciter	3	Science! 1	Science	Uncommon
Photon Agitator	4	Science! 2	Science	Uncommon
Three-crank capacitor	2	–	Science	Common
Four-crank capacitor	3	Science! 1	Science	Uncommon
Five-crank capacitor	4	Science! 2	Science	Uncommon
Six-crank capacitor	5	Science! 3	Science	Uncommon
ENERGY WEAPON BARREL MODS				
Bracketed Short Barrel	3	–	Science	Common
Long Barrel	3	–	Science	Common
Splitter	3	–	Science	Common
Automatic Barrel	4	Science! 1	Science	Uncommon
Bracketed Long Barrel	4	Science! 1	Science	Uncommon
Improved Barrel	4	Science! 1	Science	Uncommon
Sniper Barrel	4	Science! 1	Science	Uncommon
Flamer Barrel	5	Science! 2	Science	Uncommon
ENERGY WEAPON GRIP MODS				
Sharpshooter's Grip	3	Gun Nut 1	Repair	Uncommon

WEAPONS ITEM	COMPLEXITY	PERKS	SKILL	RARITY
ENERGY WEAPON STOCK MODS				
Standard Stock	2	–	Repair	Common
Full Stock	2	–	Repair	Common
Marksman's Stock	4	Gun Nut 2	Repair	Uncommon
Recoil Compensating Stock	5	Gun Nut 3	Repair	Uncommon
ENERGY WEAPONS SIGHTS				
Reflex Sight	2	–	Repair	Common
Short Scope	2	–	Repair	Common
Long Scope	4	Science! 2	Repair	Uncommon
Short Night Vision Scope	4	Science! 2	Repair	Uncommon
Long Night Vision Scope	5	Science! 3	Repair	Uncommon
Recon Scope	5	Science! 3	Repair	Uncommon
ENERGY WEAPON MUZZLE				
Beam Splitter	4	Science! 1	Science	Uncommon
Beam Focuser	4	Science! 1	Science	Uncommon
Gyro Compensating Lens	4	Science! 1	Science	Uncommon

Big Gun Mods

WEAPONS ITEM	COMPLEXITY	PERKS	SKILL	RARITY
FLAMER MOD				
Napalm Fuel	3	–	Repair	Common
Long Barrel	3	–	Repair	Common
Large Tank	3	–	Repair	Common
Huge Tank	4	–	Repair	Common
Compression Nozzle	3	–	Repair	Common
Vaporization Nozzle	4	–	Repair	Common
GAMMA GUN MODS				
Deep Dish	6	Science! 4	Science	Uncommon
Electric Signal Carrier antennae	5	Science! 3	Science	Uncommon
Signal Repeater	6	Science! 4	Science	Uncommon
GATLING LASER MODS				
Photon Exciter	6	Science! 3	Science	Uncommon
Beta Wave Tuner	4	–	Science	Common
Boosted Capacitor	4	–	Science	Common
Photon Agitator	6	Science! 3	Science	Uncommon
Charging Barrels	7	Science! 4	Science	Uncommon
Reflex Sight	7	Science! 4	Science	Uncommon
Beam Focuser	4	–	Science	Common

WEAPONS ITEM	COMPLEXITY	PERKS	SKILL	RARITY
JUNK JET MODS				
Long Barrel	3	Gun Nut 1	Repair	Uncommon
Recoil Compensating Stock	2	–	Repair	Common
Gunner Sight	2	–	Repair	Common
Electrification Module	6	Gun Nut 2, Science! 1	Repair	Uncommon
Ignition Module	7	Gun Nut 3, Science! 1	Repair	Uncommon
MINIGUN MODS				
Accelerated Barrel	5	Gun Nut 3	Repair	Uncommon
Tri-Barrel	6	Gun Nut 4	Repair	Uncommon
Gunner Sight	2	–	Repair	Common
Shredder	4	Gun Nut 2	Repair	Uncommon
MISSILE LAUNCHER MOD				
Triple Barrel	4	Gun Nut 2	Repair	Uncommon
Quad Barrel	5	Gun Nut 3	Repair	Uncommon
Scope	4	Gun Nut 2	Repair	Uncommon
Night Vision Scope	6	Gun Nut 4, Science! 1	Repair	Uncommon
Targeting Computer	6	Gun Nut 2, Science! 2	Repair	Uncommon
Bayonet	2	–	Repair	Common
Stabilizer	4	Gun Nut 2	Repair	Uncommon

Melee Weapon Mods

WEAPONS ITEM	COMPLEXITY	PERKS	SKILL	RARITY
SWORD MODS				
Serrated Blade	3	Blacksmith 2	Repair	Uncommon
Electrified Blade	4	Blacksmith 2, Science! 1	Repair	Uncommon
Electrified Serrated Blade	5	Blacksmith 3, Science! 1	Repair	Uncommon
Stun Pack	5	Blacksmith 3, Science! 1	Repair	Uncommon
COMBAT KNIFE MODS				
Serrated Blade	3	Blacksmith 1	Repair	Uncommon
STEALTH BLADE	4	Blacksmith 2	Repair	Uncommon
Machete Mod				
Serrated Blade	3	Blacksmith 1	Repair	Uncommon
RIPPER MODS				
Curved Blade	2	–	Repair	Common
Extended Blade	5	Blacksmith 3	Repair	Uncommon
SHISHKEBAB MOD				
Extra Flame Jets	5	Blacksmith 3	Repair	Uncommon
SWITCHBLADE MOD				
Serrated Blade	3	Blacksmith 1	Repair	Uncommon

WEAPONS ITEM	COMPLEXITY	PERKS	SKILL	RARITY
BASEBALL BAT MODS				
Barbed	1	–	Repair	Common
Spiked	2	–	Repair	Common
Sharp	2	–	Repair	Common
Chain-Wrapped	3	Blacksmith 1	Repair	Uncommon
Bladed	4	Blacksmith 2	Repair	Uncommon
BOARD MODS				
Spiked	1	–	Repair	Common
Puncturing	2	Blacksmith 1	Repair	Uncommon
Bladed	2	Blacksmith 1	Repair	Uncommon
LEAD PIPE MODS				
Spiked	1	–	Repair	Common
Heavy	3	Blacksmith 2	Repair	Uncommon
PIPE WRENCH MODS				
Hooked	1	–	Repair	Common
Heavy	2	Blacksmith 1	Repair	Uncommon
Puncturing	2	Blacksmith 1	Repair	Uncommon
Extra Heavy	3	Blacksmith 2	Repair	Uncommon
POOL CUE MODS				
Barbed	1	–	Repair	Common
Sharp	1	–	Repair	Common
ROLLING PIN MODS				
Spiked	1	–	Repair	Common
Sharp	1	–	Repair	Common
BATON MODS				
Electrified	4	Blacksmith 2, Science! 1	Repair	Uncommon
Stun Pack	4	Blacksmith 2, Science! 1	Repair	Uncommon
SLEDGEHAMMER MODS				
Puncturing	3	Blacksmith 2	Repair	Uncommon
Heavy	3	Blacksmith 2	Repair	Uncommon
SUPER SLEDGE MODS				
Heating Coil	3	Blacksmith 2	Repair	Uncommon
Stun Pack	5	Blacksmith 3, Science! 1	Repair	Uncommon
TIRE IRON MOD				
Bladed	3	Blacksmith 2	Repair	Uncommon
WALKING CANE MODS				
Barbed	1	–	Repair	Common
Spiked	1	–	Repair	Common

WEAPONS ITEM	COMPLEXITY	PERKS	SKILL	RARITY
BOXING GLOVE MODS				
Spiked	1	–	Repair	Common
Puncturing	2	Blacksmith 1	Repair	Uncommon
Lead lining	2	Blacksmith 1	Repair	Uncommon
DEATHCLAW GAUNTLET MOD				
Extra Claw	1	–	Repair	Common
KNUCKLES MODS				
Sharp	1	–	Repair	Common
Spiked	1	–	Repair	Common
Puncturing	2	Blacksmith 1	Repair	Uncommon
Bladed	2	Blacksmith 1	Repair	Uncommon
POWER FIST MODS				
Puncturing	3	Blacksmith 2	Repair	Uncommon
Heating Coil	4	Blacksmith 3	Repair	Uncommon

★ Chapter Six ★

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Chapter Six

CORPORATIONS OF PRE-WAR AMERICA

Before the war, America was a paradise of clean roads, abundant consumer goods, and entire days spent without something trying to kill you. This was in part the work of powerful corporations, who provided the populace with necessities and conveniences, and their teeming throngs of workers with the financial means to afford them.

The corporations are gone now. Boardrooms stand shattered and empty. Warehouses are ruined, reduced to skeletons of concrete and rebar. Workforce and management alike perished in an instant or wander the wasteland, permanently unemployed.

Their products, however, survived, as has some of their influence on the world after the war...

RAW MATERIALS AND ENERGY CORPORATIONS

With so much technology and infrastructure lost during the Great War, the human capacity to pull material and power out of the earth seems magical to many dwellers of the wasteland. But it was common once, and made some people unbelievably wealthy...

RED ROCKET

Red Rocket got its start before the advent of fusion cells, and the influence of its initial reliance on fossil fuels remained even after it switched over to providing reactor fuel and coolant. By the time of the War, they held a virtual monopoly on the US East Coast, and their iconic stations can still be found in the wreckage of most communities. These range from tiny outposts, little more than a tattered awning over a depleted filling station, to massive truck stops with attached convenience stores and restaurants.

During its heyday, Red Rocket was highly concerned with its environmental reputation, as a way of differentiating themselves from the rapacious reputation of most energy companies of the time. This resulted in strong customer-care and waste-reduction policies, which were sometimes observed with lethal enthusiasm.

As the Resource Wars took their toll on the general economy and the energy market in particular, Red Rocket moved swiftly toward robotic staffing. By the time of the War, most of their locations were 100% automated. Some of them continue operating today, despite having no fuel in their tanks or food on their shelves.

AFTER THE WAR

You can always tell a former Red Rocket shop by the distinctive architecture making everything from their filling stations to corporate headquarters look like a 1950s drive-in burger joint. More than 40 known Red Rocket stations are dotted across the wasteland, their iconic rockets still visible at a distance. Although their supplies of fuel are long gone, it is not uncommon to find an operating Nuka-Cola vending machine and a trash bin with some salvageable supplies on or near these former oases.

The ubiquity of Red Rocket and their brand imagery has given it something of a mythic influence over people of the wasteland, turning it into an icon of the safety and prosperity of a vanished age. In Megaton, for example, the Church of the Atom building is topped with a Red Rocket sign scrounged from one station or another. Rumors also circulate of a massive vault, Vaultopolis, built beneath the company's headquarters building some time before the War.

RED ROCKET IN YOUR GAME

Red Rocket shops are handy landmarks for those exploring the wastelands. They are compact, sturdy, easily defensible, and visible from a long distance. They can provide temporary shelter, cover from enemy fire, or a base of operations.

Beyond this, the symbol of the Red Rocket is a symbol of pre-War prosperity and safety. A burgeoning faction or raider chieftain might take it up for its propaganda value, whether they intend to deliver on the implied promise of this recognized brand.

POSEIDON ENERGY

In the decades before the war, Poseidon was involved in every form of power production, distribution, and supply in existence. They mined and refined oil wherever it could be found and were among the last corporations to continue pumping gasoline for automobiles.

Unlike other 20th-century energy moguls, they also diversified, profiting hugely from solar, fusion, and other alternative power sources.

But that was not the limit of Poseidon's reach into global business. Leveraging their massive profits from energy, they diversified into military contracting and built robots, small arms, heavy weapons, combat armor, and even artificial intelligences into the late 2070s.

Poseidon was infamous for aggressive strategies in maintaining its market share and profit margins. It operated with a bewildering array of sub-corporations, daughter organizations, and cat's paws. These ranged from overt branding efforts like Poseidon Oil and Poseidon Gasoline, to back-channel deals made with lobbyists paid millions to make the company billions.

They also made a practice of acquiring ground-breaking energy technologies through hostile takeover. Usually, such a move would take place only after the expensive R&D work was finished, with Poseidon rushing the newly acquired product to market.

To shield themselves from the legal ramifications of their choices, Poseidon kept their corporate structure loose: they were not a single entity, but rather a conglomerate of multiple corporations run by the same leadership and toward the same end. If one corporation lost a lawsuit, it closed, but the organization would simply sprout two more shell companies in its place.

Their labor practices were similarly aggressive, as well as violently hostile toward any attempts to unionize. A walkout at their WV-06 plant was met not just with aggressive force, but with hallucinogenic riot control gas deployed to dispirit and humiliate the striking workers. This plan backfired dramatically, with the gassed protesters becoming a raging horde that successfully seized possession and control of the facility from Poseidon.

AFTER THE WAR

Most people in a position to know believe Poseidon ceased to exist as a cohesive entity after the War. The same fragmented structure that protected them in the modern age made the cartel vulnerable in the face of total system collapse. Instead, their influence in the wasteland is felt through the promise of their weapons' technology.

In the years before the bombs fell, tensions and conventional conflicts created a boom in military technology. Poseidon spent billions developing next-generation weapons and other tools of war. Everything from laser pistols, to combat robots, to subdermal armor, portable rail guns, and plasma weapons received funding and research.

Most of those designs never reached completion before the Great War ended R&D more-or-less permanently but plans and some prototypes are found in forgotten corners of the wastelands. Explorers well-versed in science, and resourceful enough to gather components, may yet be able to turn some of those designs into working models.

This possibility drives some actions of the Brotherhood of Steel and the Enclave, with both factions striving to control this technology. Neither has succeeded yet, but even one weapon reaching production for either group could tip the balance, netting them the resources they need for cascading successes.

Poseidon's tangled web of sub-organizations means that almost any structure anywhere in the wasteland could, in theory, be a Poseidon facility. One location in the Commonwealth stands out. Formerly a power plant using natural gas and solar generators, this vast complex still promises salvage and technical information to those willing to brave raiders who claim it, and the mirelurks in its lower reaches.

Other Poseidon Locations

Poseidon Energy had offices, plants, warehouses, and even safe houses across North America. A few of the more notable in the wasteland include, but are not limited to…

- A vast solar field outside of New Vegas
- A vast mining complex in the Southwest
- A secure oil refinery just northwest of the ruins of San Francisco
- An abandoned oil tanker in San Francisco Bay
- A deep-water drilling platform off the California Coast
- Multiple oil and nuclear reactors and substations

Some of these sprawling facilities are held secure by factions, or even by the remnants and descendants of their original staff. Others lie waiting to be explored and exploited.

This plant is rumored to be the site of the infamous labor skirmish. This massive, multi-level structure is partially submerged, guarded by an automatic defense grid, and occupied by raiders spoiling for a fight. The ruins still house numerous technological treasures and other valuables to tempt explorers, however.

One final artifact of Poseidon's global reach is PoseidoNet. At Poseidon's height, this ultra-tech communications network allowed instantaneous communication between their facilities everywhere on the planet. Nodes that remain connected and powered up still function and are a key part of the Enclave's communications infrastructure. Known working nodes can be found in most intact Poseidon facilities in New California. Offline nodes in Iron Mountain, NORAD, SAC, and HELIOS-1 could be brought online with sufficient time, expertise, and equipment. It's possible, even likely, that other nodes exist, waiting for a human hand to touch their ON switch.

POSEIDON ENERGY IN YOUR GAME

Remember all those sci-fi movies in the '70s where people found massive, super-advanced relics from alien civilizations? The vast scope and unguessable intelligence made for a vibe of exploration, wonder, and existential terror about what those extinct god-like beings might have left behind.

That's what a great Poseidon Energy story should feel like. The technology, scope, and capabilities of the conglomerate may as well belong to a super-advanced, long-extinct race. The echoes of its footsteps can still crush the unwary...but also lead some light into the shadows.

QUEST SEEDS

- **Ghost in the Machine.** Something new is trying to communicate through PoseidoNet, reaching out to established nodes and in garbled transmissions at forgotten points in the ruins. Investigators learn it is a nascent AI in the PoseidoNet system, who knows the codes and locations for every nuke that didn't fire during the Great War.
- **Sunrise Over Poseidon.** Buried in a long-forgotten Poseidon vault are the plans and a prototype for a new kind of fusion reactor. Notes show it could power a continent for a thousand years. They don't, however, show that the plans—as printed—cause a runaway fusion reaction akin to turning Earth into a miniature sun with a 15-minute lifespan. Whether the player characters try to stop this, or accidentally set it in motion (or both), is up to the gamemaster.

DUNWICH BORERS LLC

Richard Dunwich's Washington, D.C.-based company made rock-tunneling drills. These mammoth engines of industry made possible the mining and resource extraction necessary for companies like Poseidon to thrive, for societies like pre-War America to be built, and for weapons like those used in the Great War to be produced.

Although a favorite of its industrial clients, Dunwich had a more sinister reputation among its workforce. They had an abysmal record of safety, keeping employees on through a combination of high paychecks and "morale-building" events that sought to sweep their accident rate out of the public spotlight. This neglect frequently claimed lives of employees and family members.

A persistent, but likely ridiculous rumor, holds these deaths were not as accidental as Dunwich claimed. Richard Dunwich, and his brother Constance Blackhall, were known for an obsession with the occult. A marble quarry where they tested their drills was known to cover the site of an ancient temple to dark gods, whose adherents routinely practiced human sacrifice. Some say the poor safety protocols at Dunwich facilities, and especially at the quarry, were a modern form of sacrifice intended to bring eldritch attention and supernatural powers to corporate leadership.None can say for certain, as Dunwich Borers, LLC and nearly all their records were destroyed in the Great War.

AFTER THE WAR

Dunwich Borers has no branded presence or institutional shadow in the wastelands, but their facilities continue to play a role. Rock-tunneling drills require vast mineral resources to build and are tested by extracting even more minerals from the earth. This made Dunwich facilities sources of great wealth, and some remain hotly contested.

For example, the Dunwich Borers quarry in the Commonwealth contained many tons of excavated marble and usable scrap metal. The Forged came to occupy the place in search of iron for the Saugus Ironworks, and some remained even after strange experiences in the quarry's lower reaches drove many insane.

The Dunwich building located in the Capital Wasteland's southern reaches stands strangely intact in a field of debris. Raiders and scavengers avoid the potentially rich prize, and not only because the ruin is thick with feral ghouls. Those who enter return *changed*. Those able and willing to tell what they experienced report doors that close by themselves, strange hallucinations, and a haunted ruin with a... disturbing... obelisk at its center.

DUNWICH BORERS IN YOUR GAME

In the *Fallout* video game, Dunwich Borers exists as a nod to Cthulhu fandom, and thus it should be in your games. Your doomsday cults, ancient, unknowable, alien gods, existential horror from the cosmos beyond.... Dunwich Borers provides your entry point for it all.

Ug-Qualtoth

Much of what is known about this entity comes from the mad ravings of captured swamp folk. Many say it's a forgotten god, while those who worship it suggest it may not be so forgotten after all. It is known that the Dunwich Brothers believed in it enough to purchase and excavate land to unearth a great monolith supposedly dedicated to the alien entity.

Of course, most knowledgeable and civilized people dismiss the rumors as the product of fevered imaginations. Signs of deities of any kind are few and far between in the wasteland. Why spend time and resources on this one?
On the other hand, if there is a god of the post-War era, it would almost have to be an eldritch horror from beyond human imagining...

QUEST SEEDS

- **The Music of Richard Dunwich.** A show travelling from town to town is rumored to leave madness blossoming in its wake, sending whole settlements into violent self-destruction just days after their departure. This phenomenon started only a few weeks after Erich Carter, the show's leader, journeyed alone into an old Dunwich holding in Appalachia.
- **The Trail of Tekeli-Li.** Starting in an Appalachian hollow, an exodus of several dozen worshippers of Ug-Qualtoth begin a pilgrimage to the Dunwich Borers quarry, with the intent of waking their sleeping god. As they walk, the train picks up more and more followers....

MANUFACTURERS

The vast material wealth of the pre-War era may be best described by the mammoth quantities of manufactured goods, and their easy availability to anyone with a few dollars left before reaching their credit limit. The companies described here are just a handful of the massive conglomerates, regional chains, and mom-and-pop outfits that kept the wheels of retail commerce running.

ARCJET SYSTEMS

A communications and propulsion company serving both the military and private sector, ArcJet enjoyed nearly a century of highly successful operations before a combination of mismanagement and economic downturns put the corporation's future in grave doubt.

With competitors on the rise, and resources falling in short supply, the former titan was in dire straits. In a last-ditch effort, CEO Thomas Reinhart took two contracts with potential to save the company.

The first was a propulsion system for the United States Space Administration's Mars Shot Project, which promised to put human feet on Mars by 2079. The second was a deep-range transmitter, a highly advanced radio transmitter intended to enable interplanetary communication. Although both projects suffered setbacks, they were on track for completion on time when the Great War brought them, and almost everything else, to an end.

What About Mars?

Although most people either don't know Mars Shot existed, or assume it was abandoned in the Great War, a few believe the project continued or was even accelerated. What, after all, would be a better move than to get off-planet in the days the planet almost died?

It's possible a few dozen or hundred humans live on Mars, in the lap of high-tech luxury, sparing their suffering Earthling brothers and sisters little thought. If that is so, it's possible ArcJet's deep-range transmitter could contact them for one reason or another.

AFTER THE WAR

The most important thing to keep in mind about ArcJet facilities after the War is that, during those final years, the company became the target of intense scrutiny, industrial espionage, and even unrest and terrorism. To combat this, ArcJet installed advanced automated defenses in most of their plants and offices.

Many of these defenses included lethal countermeasures, and many of those lethal devices remain operational.

For example, their testing and manufacturing plant in the Commonwealth continues to tempt scavengers with the wealth of materials, technology, and information in its ruined chambers; but far more corpses remain inside than treasures make it out. Synths and Protectrons prowl the place, still fulfilling their design and programming with deadly effect.

ARCJET SYSTEMS IN YOUR GAME

ArcJet's real power in your game may well lie in their deep-space operations. History says both Mars Shot and the deep-range transmitter still lay on the drawing board when the Great War halted production... but what if it didn't? These mysteries could fuel quests, or an entire campaign arc, as the legacy of those far-reaching projects comes to light.

GENERAL ATOMICS INTERNATIONAL

Prior to the Great War, General Atomics International was a globe-spanning mega-corporation with interests in robotics, energy, weaponry, and software. At their height, they delivered to industrial and private customers everything from nuclear reactors, to smart-home software, to laser rifles, to robots.

Despite their wide sphere of influence, by the late 2030s, GAI became a global standout for their robots. Mister Handy, one of the first modern and autonomous robots produced, hit the market in 2037. This construction and maintenance model saw widespread use in Mexico and the United States. It was rugged, flexible, and reliable, receiving strong reviews and playing a prominent role in rescue operations after the 2042 earthquake in Mexico City.

By the late 2040s and early 2050s, GAI dominated the modern robotics market, both by expanding on the role of Mister Handy with military, medical, and household variants, and with entirely new designs for more specialized operations.

Meanwhile, their other divisions continued to produce and profit, especially their nuclear reactor division which saw their products installed in numerous vaults and military facilities as tensions mounted prior to the Great War. Their automated network control programs, for example Director Management System, proved buggy however, resulting in several deaths at the General Atomics Galleria. It took a staggering amount of hush money to keep that catastrophe out of the news feeds.

AFTER THE WAR

The influence and reach of General Atomics International after the War is felt much as it was before: through the placement of their products. Their AER9 laser rifles can still be found in the hands of scavengers, raiders, and other survivors, providing a powerful tactical advantage for those who can scrounge power cells to use them. Their reactors continue to power dozens, if not hundreds of vaults. In some cases, they provide the power necessary to sustain life for residents. In others, they keep the lights and computers running for empty tombs and de-facto mass graves.

But it is their robotics and automated management systems that play the strongest role. Both technologies were designed to operate without human interference or interaction, so the massive human die-offs of the War and afterward rarely impacted their operations. Indeed, it can be argued many units didn't notice the Great War at all. They can still be found, wandering the wasteland or on site at their original point of installation.

For example, the General Atomics Galleria in the Commonwealth was built to show what a city's shopping and commercial neighborhoods might look like if entirely staffed by GAI robots. It contains numerous shops, restaurants, even a bowling alley and gym, staffed by autonomous robots to this day. At present, it still awaits an activation order to become fully operational, but its security robots patrol the area and will shoot intruders.

Further south in the Commonwealth, a General Atomics factory remains largely intact, maintained, and staffed by GAI robots. Its security bots and management software might make it dangerous, but more than one rumor about its contents have lured survivors.

IN YOUR GAME

The General Atomics label can be a powerful force in any campaign, both for and against the player characters. Loot bearing the logo can be counted on to at least level the playing field when wielded against the foes and challenges of the wasteland... or can be proudly displayed on the chassis of automated defenses, or the weapons of their enemies.

QUEST SEEDS

- **Megadungeon.** A broken wretch stumbles into a settlement, hauling a load of new-looking, well-preserved tech. Before his death, he mentions finding a vast new General Atomics facility in a valley some miles away. The race is on to see who can arrive, survive, and claim its treasures.
- **Assimilation.** The robots of General Atomics Galleria begin to destroy adjacent structures, assimilating the rubble to expand their immaculately kept center of operations. They will not discuss why and show no signs of stopping.

HALLUCIGEN, INC

While other major corporations of the pre-War era went wide in their spheres of influence, HalluciGen specialized in a single area: biochemical research for less-lethal weapons. Founder and CEO Eric Rice's goal was to turn the scrappy science firm into the world-leader in police and military gas weapons.

Although their main line of product—nonlethal means to end potentially fatal conflicts—seemed enlightened on its surface, the company's procedures belied a more sinister corporate culture. Their human product testing was frequently conducted under deceitful, even deadly, circumstances, and in the event of a spill executives would be ushered to safety, the test subjects left to die.

By the time of the Great War, none of their research had reached full fruition, and the company posted a loss of $1.8B in their final shareholder statements. A crowd-control gas, meant to quell aggression in demonstrators and rioters, instead invoked terrifying hallucinations and a savage rage. A contract with Vault-Tec to build a mood-altering atmosphere additive never fully materialized and remained a disturbing rumor until the day the bombs fell.

AFTER THE WAR

Rumor and speculation are the rule for HalluciGen after the War. Explorers and scavengers sometimes report finding snippets of information in an abandoned facility, or suddenly feeling strange symptoms when breathing odd-tasting air. Sometimes these experiences are blamed on the HalluciGen boogeyman. Their stated goal was to learn how to poison the air, so if the air is poisonous, it must be their fault. Of course, very few rumors in the wasteland are entirely without some truth at their core…

One undeniable relic of HalluciGen, Inc is their headquarters building in Boston. This multi-level complex is said to hold plans, prototypes, and production models for conventional and chemical armaments. However, the on-site defenses remain active and rely primarily on those same frenzy-inducing compounds that ruined the company's reputation in the 2070s.

HALLUCIGEN IN YOUR GAME

HalluciGen is the ultimate litterbug for any *Fallout* game. Their products, and the volatile compounds needed to make them, just lie around waiting for someone to discover them. Gamemasters can use these discarded relics as plot goals, tools for characters and their enemies, and hazards to negotiate while exploring the ruins.

QUEST SEEDS

- **The Riot Gun 4000.** In a forgotten warehouse lies a special gas grenade launcher, revolver load style, and piles of canisters. The labels have faded to nothing over the years, but the contents work just fine. Is this the weapon of an enemy, or a tool the characters call on only in the most desperate need?
- **A Present from the Past.** HalluciGen's history of crowd and riot control would shock most pre-War sensibilities. Though most of it is run-of-the-mill for survivors, a dark enough secret could motivate crowds, propel a savvy leader, even start a crusade.

MED-TEK

Med-Tek Laboratories, a/k/a Med-Tek, a/k/a Medtech (sic) provided bleeding-edge medical technologies in the decades before the Great War, specializing in pharmaceutical research. Their premier products were Mentats and Fixer.

Mentats was a line of nootropic smart drugs built to enhance memory and cognitive function, but also used recreationally for their impact on creativity. They were also highly addictive. Rumors that Fixer, their line of addiction-curing medications, was developed in response to that trait in Mentats, were never confirmed.

By the 2060s, Med-Tek also invested heavily in a line of self-diagnostic tools so regular citizens could determine what drugs they needed without the intervening influence of a doctor. My First Infirmary, My First Laboratory, and Sympto-Matic were all greeted enthusiastically by test markets, despite some troubling rumors about whether medical science or economics drove the prescription decisions behind those tools.

Finally, later years saw work on a new line of products: bespoke viruses that would target specific populations ranging from gender, to ethnicity, to age, to various genetic markers. By the Great War, this line had not yet seen full production, but its research vault was sealed prior to the first exchange and remains intact.

AFTER THE WAR

In a world where the overwhelming majority of medical experts and information is but a memory, the value of tools to diagnose and treat illnesses or injuries automatically cannot be overstated. Thus, Med-Tek lives on as a constant source of desire, a holy grail of sorts for many communities struggling with plague or nearby hazards.

Such factors bring scavengers to the Med Tek Research lab in the Commonwealth from time to time, determined to breach this locked-down facility in search of medical wonders the wasteland has forgotten. However, the place is guarded by lethal intruder countermeasures and infested with feral ghouls, making even a brief incursion a deadly affair.

MED-TEK IN YOUR GAME

Besides offering simple survival tools for your characters, Med-Tek can provide a mad science/Q section vibe that offers equal parts cool gizmos and comic relief. That experimental auto-suture might save somebody's life... or it might sew both arms together and graft on a pistol while it's at it.

Gamemasters should make each Med-Tech find a mystery, a riddle both for how to use it, and for whether it should ever be used. Plenty of other brands offer unambiguously useful gear...why let this be one of them?

NUKA-COLA CORPORATION

Nobody can say whether John-Caleb Bradberton intended to create a cultural phenomenon when he first introduced his iconic beverage in 2044, but that's exactly what he did. Fueled by savvy marketing and a formula that included 120% of the USDA recommended daily sugar intake in every serving, it dominated the market within just a few years.

Not content to rest on his laurels, Bradberton continued to experiment and develop new formulas and flavors, introducing them to market and broadening his company's already dominating share. Some of these flavors came from in-house research and development, but more often they happened when a competitor's flavor saw sufficient popularity. Friendly buyouts, hostile takeover, and various forms of skullduggery practically ensured that flavor would be a proud part of the Nuka-Cola lineup within a scant handful of quarters.

Nuka-World, a theme park celebrating the success and cultural standing of the brand, opened doors on May 1, 2050. At the time, it incorporated two sections: Kiddie Kingdom, and Nuka-Town U.S.A. By 2077, another four sections had been added. Safari Adventure, Dry Rock Gulch, The World of Refreshment, and Galactic Zone; each offered a new genre in which to celebrate Nuka-Cola's journey of refreshment.

Meanwhile, Nuka-Cola continued to sweep the globe and saturate the United States. By 2067, a single street without a Nuka-Cola vending machine was an anomaly; and its international expansion increased rather than decreased during the Sino-American War.

As global tensions mounted, Bradberton used his enormous personal wealth and deep corporate connections to turn the Galactic Zone into a personal refuge in case of nuclear war. He brokered a sponsorship deal with the military and various military contractors to allow military robotics to be installed in the Zone. Though ostensibly decommissioned examples of the future world Galactic Zone portrayed, they were in fact fully operational combat models Bradberton intended to rely on in the event of societal collapse. Beneath the Zone and its army of robotic defenders, he constructed a private sanctuary where he could live out the apocalypse in comfort.

But Bradberton was not content with just one bid for personal survival. That same year, he tasked his taste and additives chemistry team to help the U.S. Army develop chemical weapons, and advanced materials for conventional weapon systems. In exchange, they included him in the LEAP-X life extension program. This move culminated in Bradberton being beheaded, and his head preserved permanently in his subterranean vault.

With their leader's severed head immobile in seclusion, the company ceased to exist less than a year later. Shortly after that, the bombs began to fall.

AFTER THE WAR

Nuka-Cola's cultural importance continues even in the wastelands, with addicted survivors still questing for caches of the drink, which survived in the billions of units even after the Great War. Ruined vending machines sporting the iconic Nuka-Cola logo still dot the landscape, even though most are long emptied of their inventories.

Two Nuka-Cola plants, one in the Commonwealth and one in Appalachia, survived the War more or less intact. Both are guarded by security robots and infested with feral ghouls and radrats, but still contain a wealth of valuable salvage for anybody who survives.

The massive complex of Nuka-World is one of the most prominent locations in the Commonwealth. Three raider packs, unified under the leader Colter, captured the easily defensible facility, enslaved its inhabitants, and now use it as a base for raids throughout the region. Whether they are aware of who lies beneath their base of operations is anybody's guess.

Of course, the most visible influence of Nuka-Cola on the wasteland is the use of bottle caps as currency. These portable, numerous, and hard-to-counterfeit tokens form the base of trade economics throughout the known world, a ubiquitous reminder of a more frivolous time.

NUKA-COLA IN YOUR GAME

The key to making Nuka-Cola more than just flavor in your campaign is to remember what Bradberton was up to just before the Great War. It's conspiracy theory heaven, complete with sinister military collusion and a headless trillionaire locked in a vault. Tendrils and shadows of the Nuka-Cola empire certainly penetrate the wasteland well after the last bomb fell. How will players feel them in your game?

QUEST SEEDS

- **The Real Thing.** Brand new bottles of Nuka-Cola are flooding the market. Nobody knows from where. Nobody knows why. Has Bradberton returned to a messianic second life? Has a mad chemist spiked it all with mind-control drugs? How can the player characters find out?
- **Sleeper Awakens.** A person claiming to be Bradberton, awakened from his lair beneath Nuka-World, begins to gather forces in the old amusement park toward an end he is not sharing. Then another Bradberton appears in Boston. And a third in Appalachia. Then a fourth, a fifth... are they all lying? Is one the real Bradberton? Or are they all legitimate copies or clones of the reclusive trillionaire?

Sunset Sarsaparilla

A root-beer flavored drink that got so popular the manufacturer soon diversified into automation and robotics, Sunset Sarsaparilla is one of the few soft drink companies Bradberton was unable to buy up or drive out of business. Instead, they released Nuka-Cola Wild, a root beer that never quite captured significant market share from the competitors.

Bottles of Sunset Sarsaparilla are common in the West, and their caps serve the same purpose as Nuka-Cola caps in many economies.

Counterfeits

Be alert when accepting Nuka-Cola caps for payment from those you don't trust! Counterfeited versions have been spotted in and around the Cazadores area. These caps seem like the real thing, but are spotted easily by knowledgeable traders, and worthless.

PULOWSKI PRESERVATION SERVICES

"Nuclear protection, on a budget!" was the motto of this small, specialized production company that saw broad success as the tensions of the mid-2070s escalated in the minds of the populace and on the screens of televisions and computers everywhere.

They offered a single product: the Pulowski Preservation shelter. These cylindrical, coin-operated, single-person fallout shelters seemed to sprout up almost overnight, occupying the urban niche once filled by phone booths. They were billed as an affordable alternative to installing a full vault, and intended as a last-minute, first-come, first-served shelter during a nuclear attack.

As fear escalated in the final months of the War, the shelters sold by the thousands. However, the money did very few of its shareholders or executives any good once their product was finally put to use.

Their customers fared little better. The shelters shielded occupants well enough from the blast waves themselves, but provided no protection from radiation, and had no food or water supply. The integral air filter only protected those inside from death by suffocation, leaving them to a more prolonged agony from thirst, starvation, or radiation poisoning.

AFTER THE WAR

Pulowski Preservation shelters remain a common sight throughout the Commonwealth and Appalachia. Their design from a physical standpoint was clearly excellent. However, owing to the lack of radiation shielding and survival supplies, many became tombs in the days after the bombs fell.

When opening a sealed shelter, characters should exercise caution. It may be empty but for a desiccated corpse, or it could contain a feral ghoul desperate to escape and feed. Sometimes, the ghoul's howls and snarls are loud enough to give some warning... sometimes.

Empty shelters remain a viable hideout for survivors caught in the open when raiders, predators, or even heavy weather pose a threat. Some communities use them as prisons or other forms of punishment, since anything used to lock somebody *out* can be equally applied to locking somebody *in*.

PULOWSKI PRESERVATION IN YOUR GAME

Consider tactics when inserting a Pulaski Preservation shelter into a combat situation. They withstood nuclear blasts, so they can clearly provide cover from simple gunfire. How might they change an otherwise simple battlefield? How might your characters respond to being trapped inside of one, with food and water running out? How might they negotiate with an adversary who has locked themselves in?

QUEST SEEDS

- **Good Intentions.** Rumor has it the entire enterprise was a scam, designed to cash in on nuclear fears by somebody who either didn't believe the war would come, or didn't care. Although the ever-present shelters could be just left as they are, consider what other reasons might have driven their production. Are the wheels they set spinning still in motion, and when will they stop?

ROBCO INDUSTRIES

One of the most powerful computer and robotics corporations of the pre-War world, RobCo Industries was the brainchild of wunderkind Robert House. Although their key products were robots, the firm got their initial market share and massive capital from the Unified Operating System. These became the industry standard across global militaries and the industrial sector, pouring vast sums into the research and development that would eventually drive the engine of their robotics divisions.

Those robots included numerous military and security models, like the Protectron, Sentry Bot, Assaultron, and a variety of automated weapons turrets. Coupled with advanced iterations of their operating systems, and computers ranging from enormous mainframes to personal data pads, they dominated markets with a bewildering array of daughter companies, disguised divisions, and a labyrinthine corporate structure.

RobCo also routinely cooperated with rival companies including Vault-Tec, Nuka-Cola, and Atomic Mining Services. Their most infamous collaboration was the production of the Liberty Prime project with General Atomics International. This 40-foot-tall death machine got fast-tracked to liberate the Alaskan Front during the Sino-American War, delivering lethal force, and stirring propaganda with equal speed and effectiveness.

These joint ventures did not reflect a "live and let live" attitude from House and other leaders within the company. They were simply the most profitable option in that theater of business. When that wasn't the case, hostile takeovers, or the simple destruction of rival companies (or in one case, a company that personally annoyed Robert House) secured RobCo's position. At no time did considerations like fair play, honest competition, transparency, or sentiment play a part in their business strategy.

AFTER THE WAR

As one of the most influential and powerful American companies of the pre-War age, RobCo continues to cast a shadow over the Wastelands, especially in the Mojave wasteland where House himself is rumored to still hold personal power.

Even far distant from that seat of power, RobCo products are everywhere. Their personal data pads assist survivors in countless small ways. Their operating systems still drive what computers continue to draw power. Their combat robots stand their watch, repelling outsiders from potentially life-saving caches of supplies stored in warehouses and research facilities.

Because of their vast wealth before the war, RobCo facilities are considered plum targets for scavenging among survivors—if they can survive encounters with the robotic security on site. With the company's maze-like corporate structure, *any* vault or factory could be a RobCo site, but a handful of locations are confirmed RobCo strongholds.

Liberty Prime

A prototype, unique combat robot built by RobCo for the U.S. Army, this juggernaut was built to drive the Red Chinese out of Anchorage, Alaska during the Sino-American War. This 40-foot, heavily armed and armored, war machine was built to deliver withering fire simultaneous with patriotic pro-USA propaganda. However, its combat subroutines were still buggy by the time regular U.S. troops in T-51b Power Armor successfully liberated the city.

Afterward, the prototype was brought to Boston, where it sat uncompleted until the Brotherhood of Steel located both its chassis and its design specs. Over decades, they restored it to functionality, and may even have brought its weapons systems online.

What a fully operational Liberty Prime might do to the balance of power in the Commonwealth and surrounding areas is anybody's guess.

In Appalachia, the RobCo Auto-Cache #001 in Gauley Mine is rumored to hold valuable treasure and the nearby RobCo Research Center may contain prototypes of Power Armor that would give its wearer near superhuman abilities. Similar facilities in the Capital Wasteland and Commonwealth offer technological marvels to those willing to risk blood and lives to claim them.

The Mojave Wasteland boasts three known RobCo facilities. REPCONN headquarters was the nerve center of an aerospace firm that turned itself toward developing advanced plasma weapons. The company's rocket testing facility may contain supplies and technologies but is overrun by warring factions of feral ghouls and nightkins. Likewise, the H&H Tools Factory contains a wealth of raw materials and useful devices guarded by automated turrets run by a RobCo robobrain.

ROBCO INDUSTRIES IN YOUR GAME

When survivors encounter a RobCo artifact, they know two things for certain. First, it will be some high-quality tech. Second, it's very likely to have its own opinions about how it likes to be used and may enforce those opinions with deadly force. The same is true of RobCo facilities, and equipment. Gamemasters should not overdo this but make it an occasional point of plot and peril to spice things up.

QUEST SEEDS

- **Prophet of Profit.** A clean-cut, brilliant, elderly man arises at the head of a cult, claiming to be none other than Robert House himself. Wielding technology indistinguishable from magic, he promises to unite the people and usher in a new era of peace and prosperity. Is he really Robert House? Does it matter?
- **Liberty Secundo.** The player characters accidentally activate a mammoth combat robot the size and power of Liberty Prime. The behemoth marches in a straight line toward its rival, laying waste to everything in its path.

SERVICE CONGLOMERATES

It can be difficult, for those who know only life after the Great War, to imagine the sums spent on luxuries like service and entertainment. Subsistence and survival may be the rule of the current day, but in the world's pre-War golden age, service businesses filled an unimaginably broad set of market niches. Some of them persist even in the wasteland.

HUBRIS COMICS

Best known for their series *Grognak the Barbarian*, Hubris Comics Publishing produced several lines of comic books starting with their founding in 2021. The fantasy, sword-and-sandal adventures of Grognak sold alongside titles including noir vigilante series *Silver Shroud* and U.S. propaganda comic *Tales from the Front*.

As the brand grew, they broadened the scope of their fictional realms. Hubris Publishing expanded to bring their storytelling to radio, television, branded toys, and holotape games. They also collaborated with companies such as Vault-Tec, receiving permission to use branded mascots as characters in their fiction. Despite the popularity of their other titles, Grognak continually dominated the market for all forms of media.

AFTER THE WAR

Though not as useful as a nuclear shelter or a weaponized industrial laser, the products of Hubris Comics play a vital role across the wastelands. They provide escape from the grueling, half-boring/half-terrifying days of life after the War. Most issues of their comics and games are partially destroyed, but that stops nobody from enjoying them as fully as possible, filling gaps in the story from their own imagination. The few intact copies of any comic, but especially *Grognak* are treasures to command a hefty price... or a concerted attempt at its theft.

Hubris Comics' headquarters in the Commonwealth still stands intact, though feral ghouls and radroaches lurk in its darkened corners. Scavengers will find no high-tech weapons or supply caches there but may well emerge carrying a pop culture relic worth a lifetime of luxury.

HUBRIS COMICS IN YOUR GAME

With each year that passes, another cohort of people die who understand the characters and situations portrayed in Hubris titles are fictional. One year, maybe soon, maybe this year, humanity will forget Grognak's origins. The story will become legend, and the legend religion, and with religion comes change....

US ROBOTICS DISPOSAL

Little remains recording the founding and history of US Robotics Disposal. Only its facilities remain. However, some has been guessed or worked out through application of general robotics knowledge

Robots in the 2050s and 2060s were highly complex machines brimming with toxic plastics, heavy metals, caustic chemicals, and even nuclear components. As such, when a robot broke down, became obsolete, or got destroyed in an industrial accident or act of war, they couldn't simply be dropped in the nearest dumpster for transport to a landfill.

Instead, they required careful dismantling, then disposal of their individual components according to exacting protocols. Some autonomous units resisted this process, often vigorously or even with deadly force. Not every company was equipped to take on such a task.

US Robotics Disposal formed in 2053 to fill that niche, profiting on two fronts. They charged a high fee for the dismantling, then recycled the raw materials for sale to robot manufacturers and other industrial clients. It was a win-win for US Robotics Disposal, and a general boon for the industry.

There are no records of what happened to the corporation or its leadership during and after the War.

AFTER THE WAR

US Robotics Disposals' sole footprint in the Wastelands is Disposal Site East 09B. An active disposal site up to the flash point of the Great War, it still

contains thousands of robot chassis. Though it was scavenged aggressively over the past decades, some rusting scraps and a combat sentry droid are all that remains of the wealth it once represented.

US ROBOTICS DISPOSAL IN YOUR GAME

Before the War, US Robotics Disposal meant logistic support to its clients, and easy money to its investors. Afterwards, the second factor remains true. Any of their sites not picked clean by scavengers is a gold mine.

Beyond that, gamemasters should consider what happened to the hazardous discard that never got sold or properly broken down. Is it waiting for time to erode a key seal? Has it already produced mutation and madness for river communities miles down an unlucky stream? Maybe these signs are a mixed blessing: misery for some, but a trail to untold riches for the player characters.

QUEST SEEDS

- **USRD Marks the Spot.** The name Disposal Site East 09B suggests similar facilities to the west, eight more sites somewhere nearby, and a Disposal Site East 09A perhaps hidden in the immediate area. A cache of date or handwritten notes might begin a hurried search for the trove.
- **Garbage Men.** A group of traveling "Disposal Technicians" in NBC gear come to town, claiming to be able to clean up nuclear and other spills for an appropriately high fee. The PCs, hired to provide them security while they work, notice their disposal methods look more like the assembly of some kind of super-weapon...

SUPER-DUPER MART

Though its footprint across America was vast, the story of Super-Duper Mart is simple. The corporation would find a city large enough to support their enormous stores, then use economy of scale to undersell the competition. After the local stores fell, the location would control the market for groceries and household goods.

By the War, these centers formed the core of commerce for many small communities. They offered everything from food, to household supplies, to furniture, to clothing, to consumer electronics. A family could visit once a week, acquiring everything they could possibly need in a single trip.

To make that trip even more Super-Duper Mart centric, many of the largest locations incorporated a cafeteria where shoppers could rest while eating snack foods and hot beverages during a full-day orgy of consumerism without the inconvenience of leaving the store until all of their shopping needs had been fulfilled.

AFTER THE WAR

Surviving Super-Duper Mart locations were a popular target for looters in the immediate aftermath but have been long since stripped of their goods. Instead, these spacious and relatively secure buildings often form bases of operations for raiders, who construct catwalks atop the aisle shelves to give them elevated firing positions against potential interlopers.

Since raiders often cache food, weapons, Nuka-Cola caps, and other treasures and supplies, any standing Super-Duper Mart is once again a target for looting... provided the would-be looters bring enough guns, muscle, and luck to finish the job.

Known intact Super-Duper Marts can be found in Washington, D.C. Lexington, the Glowing Sea, Quincy Ruins, Far Harbor, Morgantown, The Mire, and Watoga.

SUPER-DUPER MART IN YOUR GAME

Super-Duper Marts contain caches of pillaged supplies guarded by large groups of armed raiders. They are plentiful and visible enough to provide a constant temptation if the party gets greedy enough, bold enough, or painted into a corner where those supplies are the only path to survival or victory.

BIG TECH

The Big Tech firms were a mixed blessing for humanity. On one hand, they produced the means for the luxurious lifestyles of the 20th and early 21st centuries. On the other, desire for that tech, and unfettered drives for the next big industry disruption, undoubtedly helped drive our species to war.

INSTITUTE (C.I.T.)

The Commonwealth Institute of Technology was famed in the pre-War world as one of the premier colleges for technological and scientific hopefuls to get the education and develop the contacts needed to go forth and conquer the world.

The ranks of her alumni boast such luminaries as RobCo founder Robert House, and the partnership behind Cambridge Polymer Labs: Erick Woolum and Jon Elwood. In the years leading up to the Great War, it was difficult to find an R&D department in the world without one or two C.I.T. graduates behind the designs.

AFTER THE WAR

Institute influence after the war extends into physical, cultural, and personal realms, especially in the nearby Commonwealth regions, but also farther afield.

Physically, parts of the campus still stand. The C.I.T. ruins cover many square miles in Cambridge. These rubble fields with occasional partially intact structures were once the dormitories, classrooms, and labs of one of the world's most prestigious citadels of higher learning. These halls produced technology and materials still highly valuable, but they also produced super mutants and synths that stalk the area for one another, and any other living things. At the center is the C.I.T. Rotunda, once the iconic representation of the school.

As a cultural relic, the web of connections and knowledge formed by C.I.T.'s faculty formed the seeds of The Institute, a powerful organization said to produce synths indistinguishable from real human beings. Secretive and highly organized, they represent one of the largest storehouses of pre-War levels of knowledge and reach their influence into many aspects of wasteland life.

On the personal level, rumors occasionally surface of a C.I.T. alumnus operating outside the Institute. Such people are highly sought after, often perceived to have knowledge and powers well beyond the reality. Communities might offer princely rewards for their residency or send armed parties to kidnap them and take their knowledge by force.

THE INSTITUTE IN YOUR GAME

When incorporating C.I.T. into your game, remember to separate The Institute from The Institute. One is the physical location of the defunct university. The other is a powerful cabal of technocrats operating from the shadows. Consider how this dichotomy might add mystery, challenge, and even a few red herrings to an adventure or story arc.

QUEST SEEDS

- **School Daze.** An elderly survivor, a physicist before the War, decides C.I.T. must once again teach the youth of the world. She hires the player characters to clear and secure the campus, beginning with the rotunda, to make it safe for education.
- **The MacGuffin Gambit.** A pair of scavengers emerge from C.I.T. with what they claim are encrypted plans for an experimental technology, salvaged from the sub-sub-basement of an Institute lab. Whether or not they're lying, interested parties from across the Commonwealth begin a violent bidding war for the prize.

WEST-TEK

Founded decades earlier than the other major corporations of the pre-War era, West-Tek competed for market share in the advanced weapons and biomedical sciences industries. They were immensely successful in both fields, relying primarily on massive government and military contracts to drive their business.

Advanced weapons projects ranged from simple firearms, to the X277 "Viper" portable rail cannon. However, by far their most successful project was the T-51 Power Armor. This infantry enhancer drove profits starting in 2062 until seeing widespread and successful deployment across the battlespace of the Sino-American War. Early models, especially the earlier T-45 line, suffered from mediocre mobility and protection, but later developments produced a truly formidable weapon. As the war continued and choked resources, other, lighter, less expensive variants emerged.

In the early 2070s, with the legacy of the New Plague and the threat of Chinese bioweapons looming, West-Tek landed a contract to develop a wide-spectrum immunization to protect American citizens. Under the leadership of Division Director Nick Davis, this Pan-Immunity Virion Project met with strong initial success. Early doses produced effective immunity to a wide variety of infectious agents. Some side effects, especially increased muscle mass, spawned the research that would ultimately become the Forced Evolutionary Virus (see sidebar).

Escaping mutants from ongoing FEV testing combined with the nuclear strikes to turn most West-Tek facilities into nightmare death traps during the first hours and days of the post-war era. Ravaged by threats from within and without, the company as an entity became one more casualty of the nuclear exchange.

AFTER THE WAR

By far the largest shadow cast by West-Tek into the post-War era is the T-51 Power Armor and its variant models. They were produced in such quantities during conventional warfare prior to the nuclear exchange, they remain relatively common. They continue to empower any factions with access to them, often providing a decisive advantage in any armed conflict.

Legacies of their other projects also linger, ranging from advanced weapons in the hands of survivors, to any number of humanoid and animal mutations from FEV that roam and ravage the landscape.

Two West-Tek facilities loom large in their immediate regions. A surviving research center in Savage Divide, Appalachia, served to further final stages of the Pan-Immunity Virion project, and still contains several working labs and workshops, as well as scattered tools and supplies. Surviving mutants from human and animal testing haunt the grounds. Far underground, near Vault 13 in New California, is another facility known only as "The Glow," said to be a ferociously guarded holding cell for projects not quite finished when everything came to a halt.

WEST-TEK IN YOUR GAME

One of the most intriguing aspects of West-Tek's history is how many of their vaults appear to have been sealed immediately prior to the War. Are they isolated, waiting until signs show it's safe to emerge? Are they in communication, coordinating some technology or tactic before erupting into the world? What might threaten the characters to learn it's true?

The Forced Evolutionary Virus

Perhaps West-Tek's most lasting contribution to (or pollution of) the post-war world was the Forced Evolutionary Virus (FEV), created by their NBC division. The virus could force mutations in a subject's DNA, creating super mutants with immense battlefield potential.

Most such mutants died in the war, but strains of super mutants still wander the wasteland, especially in Appalachia and the Capital. A few powers and factions still seek the secrets of its manufacture, or try to direct its spread, furthering goals they share with only their closest associates.

★ Chapter Seven ★

VAULT-TEC

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Chapter Seven

VAULT-TEC

While the corporations discussed in the previous chapter all impacted life after the war, none did so as powerfully as Vault-Tec. If not for the protection of their core product line, it's questionable whether any recognizable fragment of humanity would have survived to repopulate the Wasteland. Through their craftsmanship and proprietary technologies, they saved the human species.

That said, what lurks in some of their vaults—be it technology, biological experiments gone bad, or simply humanity turned feral over decades in the dark—represent the most dangerous threats to humanity's survival.

They say you can't have it both ways. Vault-Tec proved them wrong.

VAULT-TEC CORE PRINCIPLES AND GOALS

Records are unclear as to whether Vault-Tec formed in response to the Project Safehouse initiative of 2054, or whether they were an existing corporation that struck gold in the plague-and-war-panicked federal budget of that decade. What happened afterward is clearer.

Publicly, Project Safehouse was a nationwide effort to build a series of underground bunkers, or Vaults, in which the United States population could hide if the unrest of the Euro-Middle Eastern War, the New Plague, and the collapse of the United Nations accelerated into outright nuclear holocaust.

The vaults themselves were massive structures, budgeted at $500 billion each and built at over 150% of that estimate. Each complex formed an intact ecosystem, in which the lucky population could live independently for decades as the world above recovered to survivability after the bombs fell. To build them, Vault-Tec had to invent a range of devices and techniques, ranging from sustainable SimuSun lighting, automatic cleaning and cooking, nuclear reactors, and automated medicine.

Although the government promised a program to save the entire populace, only 122 such shelters were even commissioned, an order that could support less than 0.1% of the population.

After a demo vault was opened to the public in Los Angeles, near the Vault-Tec headquarters, public enthusiasm helped fund the junk bond drive that funded the rest of construction. It was a ray of hope in a profoundly dark time. Those too far from a full vault could buy a Series 1000 shelter, a one-level subterranean mini-vault priced more reasonably for a small corporation or medium-sized community.

Vault-Tec won these contracts through a combination of clear vision, a cutting-edge technology infrastructure, and greasing the right palms in Washington. From the start, they made public their mission of saving humanity through better preparation... and, if that proved impossible, saving America with superior protection.

BEHIND CLOSED DOORS

Despite the promises and propaganda, Project Safehouse was never intended to save the U.S. population in the event of a nuclear catastrophe. Instead, certain hands in government subverted it to preserve certain...approved... portions of society. Some 17 of the vaults were commissioned and built with that in mind, created to preserve those approved by the shadow government. Some say, once they were completed, elements of government hastened or even caused the Great War, so their vision for a changed society could come to fruition. Nobody can prove or disprove that now, though a few suspect those plans live on through the machinations of The Enclave.

The other 105 vaults were built as experiments. They would house humans, protecting them from the bombs well enough, but life afterward was engineered for stress and challenge. Some would have insufficient supplies for the food synthesizer. Some took in humans of only one gender. Others would lose the capacity to recycle water, or even open prematurely and expose their populations. Sensors and computer subroutines observed and recorded every moment of life in these oversized societal petri dishes, delivering all the data to...somebody for purposes yet unrevealed.

Meanwhile, Vault-Tec themselves built vaults of their own, scattered throughout the country for their own purposes. These did not even pretend to be a design toward human survival, but rather as testing grounds for various devices and techniques intended for commercial roll-out once the world became habitable once again. Some of these vaults opened as early as one year after the Great War ended. Others remain closed, their internal machinations either gone sour or still awaiting the proper time to make contact.

OCTOBER 23 AND BEYOND

On October 23, 2077, air-raid sirens called survivors to their vaults. Many were stopped on the way, not on the rosters of the government or corporation list of those to allow in. Others on the list ignored the sirens, mistaking them for yet another of the increasingly common drills in what came to be known as the "Cry Wolf" effect. Full, empty, or underpopulated, the vaults closed their giant doors before the first blast waves hit.

Many failed immediately, from under-engineering, equipment failure, or human error. Many more failed as their experiments ran their course or resulted in a total population casualty. A few intended for lasting survival fell in the following decades.

In 2091, the all-clear signal rang through Vault-Tec's communication network, in response to reports from radiation sensors on the surface. The first vaults to reopen were Vault 8, and the original Los Angeles demo vault. They formed the cores of Vault City and Adytum, respectively, and life in the Wasteland began in earnest.

VAULTS OF THE COMMONWEALTH

It is impossible to catalog every vault built in the years leading up to the Great War. Many records were destroyed outright, and many more lost in the years after. Even with access to a full accounting of publicly known vaults, it's impossible to know how many others were secretly constructed by the government, private enterprise, or Vault-Tec itself.

Any number of vaults could be lying beneath a character's very feet, awaiting discovery and exploration, or what amounts to the first sacrifice for an ongoing program of experimentation.

That said, a few well-known vaults play a role in life, or at least some tales of life, in the Wasteland. These are their stories.

VAULT 75

Location: *Beneath Malden Middle School, Commonwealth*

HISTORY

An eerie location with an even more terrifying creation story, this vault was built beneath a functioning middle school and presented to the community as a place for children to find safe shelter should the bombs fall. On October 23, all students, teachers, and their families made it safely to the vault, and the doors closed on relieved families holding one another tight in fear.

The relief was unfounded and short-lived. Vault 75's experimental purpose was to train and breed a more physically and mentally able human species. The first step in this process was the immediate execution of every adult not on the vault's security team.

The children were then subjected to a regimen of physical and mental ordeals bordering on outright torture to train them into more capable and mentally fit specimens. Casualties were not just unavoidable; they were accounted for in the design. Those too weak to survive the trials were deemed genetically unfit for the next stages of the experiment.

Upon turning eighteen, any resident who survived to that age was celebrated with a "graduation ceremony" and never seen again. Remaining children were told they had gone to "Uptopland" to help weaker, less intelligent survivors on the surface. However, records indicate most were killed and harvested for their genes, contributing to the ongoing genetic research of Vault 75's design. A lucky few, chosen for intelligence and obedience, lived on as part of the science team conducting and refining the data collection.

COMING OUT

It is unclear what happened to Vault 75. Some video and written files on site suggest a rebellion of the science team, leading to a mass breakout. However, the year is unspecified. They might have all fled to a surface too irradiated or barren for survival. Or they might live among us now, superior humans working with us, perhaps even studying us, and carrying on their observations as the experiment enters a new stage.

IN YOUR GAME

Vault 75 represents both an existing mystery and a potential one. The existing mystery is what happened to its population after the breakout. Any NPC your characters encounter could very well be an "evolved" human either raised in Vault 75 or grown elsewhere from the genetic data gathered there.

The potential mystery lies in whether Vault 75 was the only such facility. Did other vaults, beneath other schools, run the same brutal program? Or were similar experiments played out with the intention of creating different kinds of human adults?

Finally, one must wonder where all this information went, to what purpose, and who might even now be putting it to use...

VAULT 81

Location: *The Commonwealth, southeast of Relay Tower 1DL-109 and northeast of Westing Estate*

HISTORY

Vault 81 offers a slim glimmer of hope in the good of humanity, not because of what it is today, but due to what it was meant to become. The vault was designed as a testing lab to develop a universal cure for all illnesses. This intent was benign enough, until you realize it was built to use the survivors locked inside as conscripted test subjects in the development of this cure. Human casualties were expected to reach 100% by the time the research was complete, but this was seen as a tiny price to pay for such a boon to the rest of humanity.

Fortunately for the population of Vault 81, their Overseer had ethical qualms. Remembered only as "Dr. Olivette," she sabotaged the call on October 23 so that the science staff would not receive the message. Only three members of the staff made it inside, and Olivette continued to sabotage their work so it never reached the human testing stage. She sealed the science staff off from the general population, in a secret lab complex originally designed to conceal the vault's true purpose from its residents.

As the decades dragged on, Dr. Olivette and the science staff died of old age, none of them revealing the secret of the vault's purpose or the sprawling medical complex hidden behind cunning trick walls. The residents continued their lives in relative safety and comfort.

COMING OUT

In 2277, under the direction of Overseer Baht, Vault 81 opened their main door and joined the surface world. Although the decision was motivated by deteriorating equipment and failing stores, the population remained mostly in place. It continues as a cohesive, secure community.

Beyond it, accessible by a single known point, is the sprawling secret laboratory. This space feels like a cold-war hospital, filled with stark bunks and labs, and higher-tech areas for analysis and fabrication of potential treatments.

Curie

Faced with too few science staffers to conduct research for a cure, Dr. Olivette's assistant Kenneth Collins modified a Miss Nanny bot, which worked with—and eventually beyond—the lifespans of Vault 81's science staff. Eventually, she became self-aware *and* perfected a universal cure to all human disease. She signalled her success to a long-cut-off communications hub and waits to this day in the dark of the lab, whiling away the years as only AIs can.

IN YOUR GAME

If characters can forge a bond with Overseer Baht or another respected member of Vault 81, the space could become something of a home base for a party of adventurers. Though they likely would never be granted what amounts to citizenship, it could be a place that provides safe shelter...and opportunities for adventure out past where its populace is willing to go.

VAULT 95

Location: *The Commonwealth, on the edge of the Glowing Sea*

HISTORY

A social experiment gone horribly wrong (or right?), Vault 95 housed almost exclusively individuals with severe chem and alcohol addictions. The program was built to observe the social and psychological impacts of addiction under massive stressors.

The first stressor was easy to predict: what happens when a community of addicts is trapped in a vault with no substances to abuse? Its results were some of the only good news to be found in the years immediately after the Great War. Nearly all the residents accepted their fate, and formed a tight-knit, functioning community after some initially ugly bouts of withdrawal.

It's possible Vault 95 might have been one of the few to "go the distance" if not for the second stage of its experimental program. Five years after the doors closed, a planted agent accessed a cache of chems and alcohol, releasing them into the vault to see how many relapsed into addiction.

There were no survivors. Vault 95's population either overdosed or died in violence related to the substances now once again free in their community. It is unknown whether additional stages were planned for the vault and its hapless residents. Even the agent was killed, torn apart near his work terminal.

COMING OUT

Vault 95 never "came out" per se but was discovered during the current century by person or persons unknown. It now serves as an operating base for the Gunners, who use the remnants of the stashed intoxicants as a powerful trading chip in their ongoing operations.

IN YOUR GAME

Vault 95 illustrates the double-layered nature of most sites in a campaign in the Wastelands. Its current occupants, the Gunners, have adapted it to their needs and use it for whatever plans and machinations they have in place. Beneath that is the story of the vault itself, and the tendrils it stretches through time that still impact life during your campaign.

VAULT 111

Location: *Above Sanctuary Hills in The Commonwealth*

HISTORY

Built for purposes of cryogenics experimentation, Vault 111 has substantially fewer residential berths and much smaller common areas than other known vaults. When the bombs fell, the local populace assigned to this vault were instructed to step into stasis pods for "decontamination." Once locked inside, they were unable to resist and became frozen.

Initially, the experiment was to continue until it was safe to return to the surface, with the probes and readouts from each cryogenic pod recording what each subsequent day of frozen stasis did to those entombed within.

A small crew of scientists, security, and tech personnel remained with the frozen, maintaining the equipment and observing the results. Unfortunately, the food stores and other supplies proved insufficient for even their meager numbers. When the expected "All-Clear" did not sound after the minimum 180 days, starvation seemed a realistic threat.

COMING OUT

Shortly after the 180-day mark, several members of Vault 111's security staff and support personnel demanded the Overseer opened the vault. The Overseer refused, citing concern that the surface was still too irradiated. This unrest boiled over into outright mutiny. However, the ensuing violence destroyed either all records or all recording instruments in the vault. Nothing remains to tell how its story ends.

When discovered by agents of the Institute in 2227, it lay empty and abandoned, though most of its cryogenically frozen populace remained viable.

IN YOUR GAME

The Institute recovered only some of the frozen individuals locked inside Vault 111. Who else remains inside? What do they know, or what can they do, that might change life on the surface forever? What parts of the cryogenics technology might help treat the sick and injured? There is a lot of wealth in Vault 111, and any of its sister vaults anywhere in North America. One wonders why it has yet to all be scooped up...

VAULT 114

Location: Near Park Street Station in the Commonwealth

HISTORY

Given the wealth and influence of the families given access to Vault 114, it's surprising it was among those slated for experimentation, but indeed it was.

The families granted access to the vault were promised a luxury subterranean lifestyle as befitting their station in the pre-war world. In fact, the accommodations were single-room apartments, with shared dining facilities, restrooms, and showers. The entire place, though sealed and functioning, was left looking unfinished to complete the feel of living in severely reduced circumstances.

To make matters worse, Vault-Tec staff selected a paranoid homeless man called "Soup Can Harry" to serve as Overseer. The experiment was built to test the responses of upper-class individuals to such a severely changed lifestyle under an incompetent, insane governance.

What happened is not recorded. By some whim of fate (or of Soup Can Harry or a successor), the records surrounding its construction and initial staffing remain far more intact than the records of its operational period.

COMING OUT

No records exist telling when Vault 114 first encountered the outside world after the Great War. They can't even tell us if they opened it voluntarily or were discovered and unlocked. As of 2287, it serves as a lair and headquarters for a local mobster. This may or may not be a fitting reflection of life while it was still locked down.

IN YOUR GAME

Vault 114 is the lair of a local crime boss, meaning it can serve as a threat for beginning characters, as a target for more experienced and better-equipped characters, and ultimately as a base once they become powerful enough to take on the mob and win. The possibilities here serve as a kind of microcosm for the Wastelands as a whole, or a model for a similar plot line elsewhere in the world.

VAULT ENCOUNTERS

Use these tables either to populate various rooms and chambers of a vault, to generate a quest on the fly as needed. Alternatively, you can use it in your preparation to find out what inhabits a given vault, or to inspire your own subterranean ecosystem.

LURKERS IN THE DARK

Roll on this table every large room, or any cluster of several smaller rooms. If the characters shelter in an unsecured vault, roll every 2-4 days to see what wanders in.

THE WEIRD WASTELAND

The vaults spilled some oddities into the Wasteland and hold their fair share in their depths still. Use this table to determine what wacky quest player characters find while exploring a newly discovered bunker.

As a rule, limit weirdness to one per vault and place it as the bunker's geography best determines.

Room Encounters

2D20 ROLL	RESULT	DETAILS
1	Disaster!	The characters trigger a cave-in, environmental purge, lethal countermeasures, or similar calamity that affects the entire vault. They must escape.
2-3	Faction Scouts	A party of 7-12 human raiders on a mission for a faction important to the overall campaign. Roll d20: 1-5, the faction is friendly, 16-20 they are hostile. Other results mean a neutral or unknown faction.
4-5	Mutant Gang	A squad of 2-4 mutants who immediately attack. Roll d20. On a 1-4, includes at least one super mutant.
6-7	Bots	A group of security robots appropriate to this vault, on patrol with orders to exterminate or capture intruders
8-10	No Encounter	The area is empty.
11-13	The Dead	Signs of a battle between the dead humans and something large and probably hungry. An appropriate test uncovers a number of days' worth of clean water and good food equal to the number of successes.
14-15	Mole Rats	Three times the party in number, they swarm across the room biting everything in their path.
16-17	Bugs!	Giant Radscorpions, Giant Ants, or Mirelurks, in numbers equal to the party.
18-19	Ghoul Pack	A rampaging pack of 2-4 feral ghouls spring from the shadows. Roll d20. On a 1-4, the pack includes a roamer or Reaver.
20	Conflict!	Roll twice. The results of both rolls are locked in mortal combat against each other, ignoring the player characters entirely.

Wacky Quest Player Characters

2D20 ROLL	RESULT	DETAILS
1-4	Rampant AI	The characters accidentally re-activate a self-aware computer, robot, or subroutine. It immediately imprints on them as the individuals who can help it complete its programmed mission and uses deadly measures to enforce compliance. If helped to its satisfaction, it could become a valuable ally.
5-8	Forgotten Tinkers	A tribe descended from brilliant engineers still clings to the vestiges of their heritage. Although all quite young, they have filled the vault with Rube Goldberg-style devices for everything from defense to flushing their commodes. The devices use rope, cables, tape, discarded clothing, supercomputers, massive lasers, and all manner of other junk.
9-12	On the Record	The vault is completely empty, but perfectly well-maintained with bright lights and stocked shelves in every room. A functioning bar or dance hall at the center still plays lively music. Sounds of movement are always barely heard from just the next room over.
13-16	Experiment Continued	This vault was constructed to create supersoldiers and is equipped with intravenous feeding facilities and a massive gym. None of the original inhabitants survived the protocols, but the robotic Overseer is thrilled to finally get some new subjects!
17-20	Mars Station	A forgotten prototype vault, and originally part of the Mars Shot Project, it housed a dozen astronaut candidates in a psychological test to see how they dealt with the isolation and lifestyle of a Mars mission. It looks and feels like a Mars base, including altered gravity and a VR setup for outdoors operations. The original inhabitants are long dead, but their descendants might still occupy the place.

VAULT PLOTS

Experienced gamemasters might think of vaults as an excuse to insert a little dungeon crawling into their ***Fallout*** games, and they're not entirely wrong. The trick to making that work is to remember how quests in the Wasteland differ from that of a typical fantasy adventure game. Mostly, this boils down to theme. The key themes of quests in the vaults are discovery, betrayal, and consequences.

DISCOVERY

Every scrambling body on the Wasteland has heard of the vaults, even may have come from one, but that doesn't make the dark and yawning mouth of a newly discovered one any less compelling or frightening. What's down there? Is it valuable? Should it be left alone?

Every room of a vault should hold some clue to its origins and purpose, and to who spent the post-war years there. It might hold a clue to their gruesome fate, or to when they left their subterranean shelter for the surface world. As your players explore the physical layout of the vault, along with its accompanying challenges and dangers, they should simultaneously be exploring the past...and often finding puzzles and threats there that resonate to the present.

BETRAYAL

The story of nearly every vault is a story of betrayal. From how and why they were built, to what happened to those seeking shelter there, to the politics and shifting power of society after the bombs, somebody got bushwhacked. Every single time.

Such betrayals might just be part of the discovered history of a vault, a bit of soul-darkening color commentary for your players to stumble upon. But it could be much more than that. What if the betrayal set things in motion for the characters to deal with now? What if they could put something right, and profit in the process?

Even better, what if some aspect of a vault makes it tempting for one player character to betray another,

continuing a centuries-long cycle started by some Vault-Tec executive back when Nuka-Cola could still be found cold. Not every play group is up for that kind of drama; but for those who are, the possibilities are right beneath their feet.

CONSEQUENCES

This theme is perhaps the most important difference between a classic dungeon crawl and an expedition into a Vault. In those underground societal crucibles, small decisions made big differences. The consequences of governmental corruptions, scientific curiosity, corporate directives, and human greed all played out on a small but gruesome canvas. Some were tragically predictable, others surprising, but they all echoed long after the initial actor drew their last breath.

What happens in the vault does not stay in the vault. Something the player characters do down there should escape, under their control or not, to impact the surrounding area and the rest of your campaign. Exactly what gets out, and what happens because of it depends on the needs of the game you want to run... but it always escapes.

VAULT RAIDERS

It's one of the great ironies of life after the Great War. Existence in a functioning Vault can be safe and comfortable compared to the challenges and tribulations of life on the surface. But even those survivors well-suited to thrive above ground can find themselves ill-prepared for the bizarre challenges and lurking dangers of a vault gone wrong. It takes a certain kind of person to survive multiple incursions into these forgotten corners of a forsaken world.

S.P.E.C.I.A.L. CONSIDERATIONS

Luck might be the most important attribute for any Vault-raiding character. Vaults are full of weird stuff you can't imagine, let alone prepare for, so this catch-all ability will prove indispensable. Perception and Intelligence rank close, as they will help you spot and understand things before they try to kill you. You will fall back on Strength, Agility, and Charisma once those hazards show up.

SKILLS AND PERKS

Repair, Science, and Sneak see heavy rotation during expeditions into forgotten Vaults, and wise characters will invest heavily in them early and often. You will also want skill in one or two ways of shooting, slashing, or pummeling the various hostile denizens of Vaults when they object to your presence. Barter and Pilot rarely come up.

The same goes for perks, with some featuring as more useful in Vault environs. Hacker, Infiltrator, Master Thief, Robotics Expert, and Science! will help you navigate the environment in the ultimate Down Under, while Lead Belly, Night Person, Rad Resistance, and Scrapper will up your chances of surviving it. When you find caches of supplies or wreckage, Blacksmith, Can Do!, Comprehension, Fortune Finder, Scrapper, and Scrounger will let you make the most of these discoveries

ORIGINS

Vault Dweller seems like the natural choice for anybody who wants to spend a career delving into forgotten complexes but doesn't grant any specialized benefits for the realities of life in a forgotten Vault. A Ghoul, Mister Handy, or Super Mutant often does better, owing to traits that grant useful resistance or abilities. A Brotherhood Initiate's Repair or Science bonuses can be helpful but may or may not outweigh the interference of their superiors.

VAULT ADVENTURES

The ideas below represent the themes and encounters most likely to express what Vaults are all about in the world of *Fallout*. Use them as they are, or for springboards to your own wild imaginings.

PLOT SEEDS

The following can serve as full quests or be fleshed out into entire campaigns.

- A computer virus has infected the robots of a nearby Vault to make them act much like feral ghouls. These metal predators are ravaging local travelers and communities. The player characters are tasked with entering the vault and finding a way to install a virus that will overwrite the "ghoul code." What they find when they enter is beyond what they imagined.
- For an "oddly specific" adventure, consider having all players create a character from among the frozen victims of Vault 111. The reactor fails and they thaw to discover and explore a world utterly changed to them...and perhaps to find some measure of revenge.
- At the bottom of a local vault, a scavenger finds plans for a G.E.C.K. device, and modifications to make it work in the Wasteland. However, it requires several specialized parts found only in the experimental Vault-Tec Vaults scattered across the country. As luck would have it, the plans include exact coordinates for the five vaults in which these parts can be found.

SIDE QUESTS

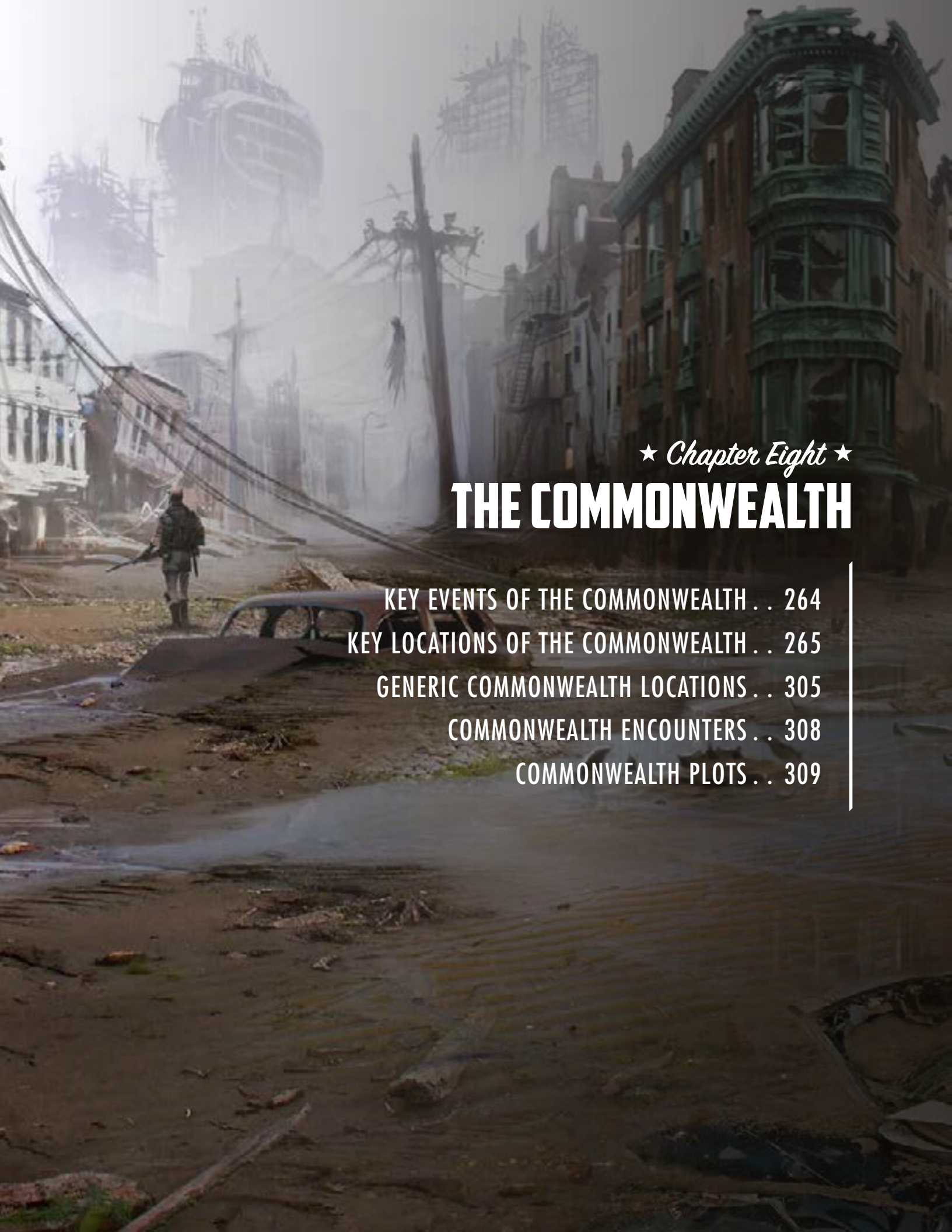
Whether you apply these to slow the pace of a quest, for local color, or to help a particular character or location shine, you can insert these into the course of the other actions of your game just like on the screen.

- A fully functioning vault is willing to offer food and medical assistance, but only after the party finds and returns an escaped criminal.
- Opening a sealed door in a vault requires reloading the hydraulics for the door mechanism. Local Scavengers in a Super-Duper Mart have some if the party can trade for or steal it.
- While the party explores a vault, some mole rats scamper off with many of their supplies. They must find the nest, which is not reachable via the same cracks and crannies the rats used to escape.

Garden of Eden Creation Kit

Devised by Vault-Tec's Future-Tec division, this terraforming device uses matter recombination technology to transform irradiated or otherwise polluted earth into fertile soil. It also included force-field schematics and 3D printing arrays to make everything from buildings to clothing from the raw materials of the earth.

Although built to be used by a layperson, they were designed on a set of assumptions too unlike the actual post-apocalyptic world to be of much use. However, a properly trained and knowledgeable ecologist or biologist, or even an ambitious engineer, could conceivably use the G.E.C.K. to fundamentally change the nature of life in the Wasteland.



★ Chapter Eight ★

THE COMMONWEALTH

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Chapter Eight

THE COMMONWEALTH

KEY EVENTS OF THE COMMONWEALTH

Following the nuclear annihilation of the Great War, the Boston region was largely devastated, but in the violence and despair of post-War survival, "The Commonwealth" became a common way to describe the area.

While there were attempts post-War to form a unified government within the region, all eventually collapsed due to infighting or sabotage. The most notable being the assassination of the entire Commonwealth Provisional Government in the 2230s by a synth from The Institute. (For more information on The Institute, see *Chapter 6: Corporations of Pre-War America*, page 230)

The Institute, an advanced scientific and technological organization, had been working for decades in secret, occasionally leaving its underground facilities to trade or scavenge equipment and data from other denizens of the wasteland. Rumors even exist of them recently raiding a vault shelter in the northwest to attain the DNA of a non-irradiated resident for scientific research. In 2229, however, the nature of its advanced technology and potential prominence became apparent to the wider world when in Diamond City a defective synth slaughtered a group of wastelanders without provocation. After inspection of the body by Diamond City residents revealed its artificial nature, synths, and the Institute itself were treated with paranoia and fear, even generations after the incident.

Over time, the Institute has initiated two controversial mandates. The first is that of slowly replacing individuals in the wasteland with synthetic versions of themselves, controllable by the Institute. Those discovering they are synthetic have responded with a variety of reactions, from shock to fear, as the Institute has been known to "reset" synths who step out of line or attempt to flee. Secondly, the Institute has started sending synthetic agents out into the wasteland to bring back other synths who attempt to escape life in the Initiative, by force if necessary. An underground group known as "The Railroad" has repeatedly organized itself in an attempt to aid those seeking freedom, but this situation appears to be precarious as the Railroad's position at a settlement known as "Bunker Hill" has been revealed to the Initiative synth-hunters, or "coursers."

Despite the prominence of the Institute and the collapse of the Provisional Government, many of the citizenship of the Commonwealth have worked towards a shared interest of self-preservation. Prior to 2230, a civilian militia calling themselves the "Minutemen" formed from the efforts of various settlements to protect the life they know. While their push to create the Commonwealth Provisional Government failed, due to the actions of Institute synths, they remained a force of security and welfare for the wasteland until internal fracturing was exacerbated by the loss of their headquarters to wasteland wildlife. Finally, when an organized raider force known as the Gunners attacked one of their last remaining holdouts in 2287, the few remaining Minutemen largely disbanded. Only a small group of Minutemen remain, barricaded in the Museum of Freedom to the northwest and besieged by raiders; it remains to be seen if they will ever rise to the prominence of their former status. If so, they may have enough trust and history with the local denizens to be able to work with settlements and provide a sense of stability in the region.

The wasteland's current internal difficulties have also drawn attention from the outside. Over the years, reconnaissance squads from the Brotherhood of Steel on the East Coast have travelled to the Commonwealth to investigate the region and uncover existing exploitable technology which exists. As of 2287, a major Brotherhood force is on the cusp of arriving, backed by some of the most advanced military hardware its members have at their disposal. The *Prydwen*, a modified and armored Brotherhood airship is inbound and stands ready to deploy its soldiers at a moment's notice.

Finally, whispers abound of a single vault-dweller wandering the wilderness. Obsessed with the kidnapping of their son many years back, they search the wasteland looking to reunite with the child they lost so long ago.

KEY LOCATIONS OF THE COMMONWEALTH

Since the Great War of 2077, life in what has come to be known as The Commonwealth has gathered around key areas to eke out a tolerable existence. From the underground shelters of the Institute and Vault-Tec's bunkers, to the settlements of Diamond City and Lexington, civilization continues to survive in one form or another. Outside of these areas, savagery and barbarism combine with other dangers to create a region teeming with possibilities for both the gamemaster as well as player-character survivors.

LEXINGTON AND NORTHWEST COMMONWEALTH

Farthest from the coast in the Commonwealth Wasteland sits the region of Lexington and its surrounding area. Stretching from Lexington town itself to the town of Sanctuary in the northwest, it is a region which modeled itself on American suburbia and local townships before the Great War. As such, it has many quintessential locations of American culture, such as a diner, drive-thru, and what used to be local farmland.

Due to its position far from the site of the nuclear strike on Boston's military infrastructure in 2077, this region's older buildings are still relatively intact. However, because of this perceived safety, raiders have taken up residence in more established settlements leaving wildlife to prowl the areas between, and as such caravan owners have needed to remain vigilant.

SANCTUARY HILLS

This small island suburb, consisting of merely fourteen prefabricated homes in the northwest Concord area, was largely populated by residents who had gained a place in Vault 111. The location is accessible via a bridge towards the town of Concord or from the direction of Vault 111 itself, over another bridge at the back of the island. When the Great War started, most of the individuals living here retreated to their local Vault to safety, however, due to tardiness or not having access, many remained outside and were killed or turned into ghouls by the effects of the nuclear blast.

A group of feral ghouls of varying levels of mutation often roam around this area. Rumors say they are some of the original residents of the suburb, unfortunate enough to have been unable to enter the vault when the bomb fell.

In addition, a solitary Mister Handy domestic robot wanders the region. Long since left by his owners, the contraption by the name of Codsworth attempts to maintain one of the homes here despite the dilapidated state of the entire suburb. If engaged in conversation, he insists his owners will come back one day and that he must maintain the home with a sense of decorum until they return. One of these owners is the only survivor still within Vault 111 left alive, held in cryogenic suspension.

VAULT 111

A fallout shelter specifically intended to study the effects of long-term cryogenic suspended animation on its unknowing test subjects, Most of Vault 111's population was from the residents of Sanctuary Hills. The only subject who is still alive is the Sole Survivor, who is currently in suspended animation inside the vault.

For more information on Vault 111, see *Chapter 7: Vault-Tec*, page 252.

ABERNATHY FARM

This homestead is a two-story makeshift home, constructed around a large pre-War high-voltage pylon to the west of Concord, which offered a solid structure around which shelter could be built. Surrounding the homestead's sturdy, towering frame are patches of vegetables. The residents have planted and cultivated a sizeable garden of tatos and melons, which they use to survive on and trade with others.

The family living in the homestead consists of Connie Abernathy and her husband, Blake. In addition, their daughter Lucy works the farm with her two parents to survive. The family's late daughter, Mary, rests in a grave nearby; and her parents hold a specific resentment towards the raiders in the area for causing this loss. Should an opportunity present itself, they ask wanderers for help to track down and deal with these raiders.

STARLIGHT DRIVE IN

To the southwest of the town of Concord is a drive-in movie theater. Its large screen easily reaches forty feet in height and, although it has not shown movies for centuries, its structures have provided shelter to many people over the years. That all changed when a large group of mole rats burrowed up through the ground in the area and made the drive-in their home. Previous wanderers who used this location to secure themselves temporarily have avoided going to it since, although various traps and snares intended to injure unwary raiders still present a very real threat to anyone who wishes to take advantage of the existence of the location.

Notable landmarks in the vicinity of the drive-in include the screen itself, from the top of which a wide area of the wasteland can be seen, as well as a shack containing old equipment for repairing and maintaining the projector. Attached to the shack is the remnants of an old diner, which was raided long ago for provisions but can still be used as a location to secure oneself overnight; so long as the mole rats and radroaches swarming the wasteland do not interrupt one's rest.

Even those who have previously visited have made sure to give the center of the location a wide berth as in the middle of the car park, where citizens centuries ago would have sat and watched films, a large crater has formed through years of neglect and weathering; and barrels of radioactive material have been haphazardly dumped into the rainwater which has collected here. Anyone wishing to make long-term use of the area should find a way to clear this hole of its collected radioactive refuse or they may find themselves succumbing to the effects of the waste.

DRUMLIN DINER

While multiple locations previously under the franchise, "Drumlin Diner" before the War still exist in the Commonwealth Wasteland, one of the franchise's numerous buildings, south of Concord, has been converted into a shop by a wastelander known as Trudy. Living within the small, oval-shaped building with her son, Patrick, Trudy supplies goods to the wasteland and regularly trades with a wanderer known as Trashcan Carla who makes regular stops between the diner and the Concord ruins. The building itself, built from rusting metal and plywood, provides an excellent shelter from the dangers of the wasteland and, despite the ravages of time, the inside is still recognizable as an old diner, although food is no longer served here.

While Trudy herself is a brave and honest individual, her teenaged son Patrick is in trouble with local stimulant dealers. A pusher by the name of Wolfgang has been exploiting Patrick by ensuring he becomes addicted to a chem known as Jet. Patrick has run into a great deal of debt with Wolfgang, who may well return to collect on his debts soon, in caps or any goods Trudy keeps hidden in her floor safe.

MYSTIC PINES

On the Eastern edge of Lexington, in the shadow of the overpass, sits an old retirement home known as Mystic Pines. While its residents were unable to escape the events of the Great War, their bodies remain at the location to this day.

This small, single-story building has stood up relatively well in the time since its damage from a nuclear blast during the Great War and would serve well as a residence for numerous individuals. Its several rooms have facilities to home folks who might wish to set up in the old home, as well as a shared common area, kitchen, and storage cupboards. The retirement home's medical supplies remain locked in storerooms, and a secured basement underneath the building contains supplies which enterprising wanderers could make use of.

In the center is a dirt courtyard, hidden from view from the rest of the wasteland, which would have once had a community garden. Currently, the dirt and fallen branches belay any potential it may have.

CONCORD

With its island suburb of Sanctuary nearby and nestled in the northwest of the Commonwealth Wasteland, the town of Concord still displays signs of pride from its part in the American Revolutionary War. Flags, banners, and bunting never taken down dot the town and welcome long-dead tourists, giving the entire region a patriotic feel, a mood which feels more at place in centuries long past.

Currently, the location exists as a stronghold for raiders and the location is incredibly dangerous to the average wastelander. Underneath the town it is no less dangerous, with the sewers hiding a variety of inhuman creatures and rumors among the raiders that the sounds of a deathclaw can be heard from the sewer entrances at night.

The town itself had numerous amenities before the Great War, many of which are still standing and have either been looted or are being used as strongholds by the resident raiders. These include a drugstore, speakeasy, a local bed and breakfast named "Wright's Inn," a

hardware store, and many residential buildings. While each has been looted many times, some supplies are in locations which have remained inaccessible, such as safes or hidden stashes.

MUSEUM OF FREEDOM

Before the Great War, those in this cultural building showed and taught about conflicts the country of America had engaged in. While focused on the American Revolutionary War due to the storied history of the surrounding region, it also included exhibits about conflicts in Iwo Jima and on the moon.

Entering the museum activates a series of automated exhibits, still powered after centuries, which activates lights and audio descriptions of the history of American conflicts. Mannequins and murals dot the inside of the building, while offices throughout the floors have the old curators' possessions and work. On the first floor, time has caused the ground to have collapsed, revealing the basement in which the generator still runs, supplying power to the building.

At the start of the Great War, a single Vertibird was hovering close to this building. A nuclear blast's EMP destroyed the aircraft's electronics, forcing it to make a crash landing on the museum's roof where it sits to this day alongside its previous pilot's discarded Power Armor.

Recently, a group of Minutemen led by senior officer Preston Garvey have occupied the museum. Since being overwhelmed in the settlement of Quincy at the opposite end of the wasteland they have wandered the region on the way to Sanctuary Hills. On the way through Lexington, an attack by raiders forced them to defend themselves. They have holed up in the solid walls of the museum. Currently beset by a group led by an individual named Gristle, should the Minutemen survive, they may be able to establish a foothold in the wastelands once again. Alongside Preston is a handyman named Stirges, a scared couple named Marcy and Jun Long, as well as Mama Murphy, a chem addict who claims they can tell the future.

LEXINGTON

With Boston to the south, the town of Lexington grew into its own before the Great War as an industrial hegemony in the Commonwealth. As such, the large Corvega Assembly Plant still dominates the skyline of the otherwise rural town.

A large overpass bisects Lexington's layout, running through the city, having previously offered transportation to the long-dead residents. North of the overpass, the city center and previously welcoming community park stand empty and devoid of the life the town once had, and a large, rusted sign stands welcoming visitors to the unoccupied streets.

For a long time, Lexington stood as a raider stronghold, but eventually the large number of feral ghouls in the area forced the raiders to retreat south of the overpass, where they still maintain a strong presence. These ghouls can still be found throughout Lexington's streets and buildings, where they are a danger to all who attempt to scavenge in the city. Raiders have been known to stand atop the overpass and fire at ghouls moving around below, even making a sport of it. The overpass itself has many small, makeshift buildings atop it where raiders camp overnight if spending time outside.

Notable Locations

Super-Duper Mart

A grocery store overrun by a large group of feral ghouls who have made it their den. Open windows on all sides of the building allow more of the creatures to crawl inside, attracted by any noises wastelanders may make when exploring the building. Inside, one can activate a Protectron via security terminals in the building while ransacking the location for food or supplies.

Lexington Apartments

These four-story apartments in the southeastern side of Lexington have been secured by local raiders as a shelter. Once inside their boobytrapped entryway, groups of raiders are using the individual rooms here as shelter and security from the danger of ghouls outside.

QUESTS

- **You Go, Ghoul-Fiend!:** The Minutemen, desperate to establish a settlement, intend to take over the area of Sanctuary Hills as a new home. Unfortunately, while trying, a horde of ghouls falls upon them, apparently the previous owners of the suburb. Clearing out these creatures would be a great favor to the Minutemen, who could be immensely grateful.
- **Pitched Battles:** The Bobrov brothers of Dugout Inn in Diamond City are looking for baseball memorabilia to improve their décor. They recently read a terminal entry stating the chief curator of the Museum of Freedom, Harold Nash, used to be a baseball fan before the Great War and he kept a rare baseball rookie card in a hidden safe in his office. Finding it and bringing it back would certainly give the brothers a centerpiece to their decorations.

NORTH CENTRAL COMMONWEALTH

Centered around the town of Malden, this region of the Commonwealth was in danger of being uninhabitable even before the Great War. This can be seen in how its previous inhabitants had a distinct disregard for environmental conservatism, epitomized in the use of Lake Quannapowitt to the north as a dumping ground for toxic waste.

Partially due to this, the entire region is mostly inhospitable to wasteland denizens. As it stands, only the ten-person settlement of Covenant and the secure Parsons State Insane Asylum still hold signs of non-raider human life.

COVENANT

This sheltered, close-knit, walled community has survived for decades in the wasteland based on principles of extreme intolerance towards synthetic humanoids, or synths. Since the Broken Mask incident in Diamond City, where a synth ran riot, the settlement's founder, Doctor Roslyn Chambers has held a strict antagonism towards the artificial individuals, founding the village on these tenets. Entering the small town itself requires passing a verbal synth test, which the doctor herself admits is flawed, but which she intends to improve on over time. Surrounding the town itself are several defenses and at the front gate is a guard named Swanson.

Close to Covenant is a hidden compound, used by Doctor Chambers as a research location for investigating the level of synth infiltration in Covenant itself, as well as the wider Wasteland. Currently, a single woman named Amelia Stockton is imprisoned by Chambers and watched over by her guards, led by a synth-hunter named Manny. Amelia is indeed a synth, having been unknowingly swapped with the real Amelia Stockton. Her father knows of this, but she herself has never found out or been informed of it, even by her own father.

GENERAL ATOMICS GALLERIA

This model commercial district was built before the Great War as a demonstration of what life would look like if all roles in commerce were replaced by robotic help.As such, "Mister Gutsy" and "Mister Handy" robots primarily inhabit this area, being entirely unaware the Great War ever took place.

Before the nuclear holocaust of 2077 prevented more people from visiting the site, a supervisor oversaw the Galleria, ensuring the robots operated smoothly. Unfortunately, the "Director," a specific managerial robot in a Mister Gutsy frame, was adverse to the interference of said supervisor and killed them to prevent further action being taken, which it saw as a detriment to the operation of the site.

The location has since expected a new supervisor, and any individual approaching the area may be queried as to whether they fit that role. This may be advantageous to individuals who wish to make use of the

galleria as a hideout or supply stop, as each of the robots are able to perform a variety of assistive roles.

Each of the following locations within the General Atomics Galleria compound details the Mister Handys assigned to it, as well as a few items of information about them. Various Mister Gutsys roam around the area, keeping watch for trouble, whereas the Director, another Mister Gutsy, watches over the whole compound from a nearby control tower.

- Entrance
  - Greeter
- Madden's Gym
  - Danny, a sales robot with a variety of chems
  - The Champ, a pugilist robot
  - Mack, a pugilist robot
- General Atomics Outlet
  - Sprocket, a salesperson robot with an interest in demonstrating their merchandise
- Handy Eats
  - Waitron, host of the Handy Eats diner
  - Cook Handy, prepares food in the diner
- Back Alley Bowling
  - Tenpin, proprietor of the alley
  - Split, runs a food counter
  - Lane, a cook for Split
  - Strike, bartender
  - Kingpin, pinsetter
- Fallon's department store
  - Reg, department store clerk
- Pinelli's bakery
  - Crisp, cashier
  - Torte, baker
  - Slocum's Joe coffee shop
  - Bean, barrister

VAULT 75

Originally this was a fallout shelter with the hidden agenda of testing accelerated breeding programs in humans; however, a mercenary organization known as the "Gunners" has overtaken this vault. None of the original occupants of this habitat remain.

For more information on Vault 75, see *Chapter 7: Vault-Tec*, page 252.

MALDEN TOWNSHIP

Before the Great War, Malden was a burgeoning town with a focus on medical research. Its Med-Tek Research building and Memorial Hospital remain standing despite the sinkhole that has swallowed a large portion of the township's buildings to the north.

Remaining in the region are a middle school and nursery, a subterranean monorail station, police station and finally the corporate headquarters for the coffee and donut company, "Slocum Joe's". Raiders have overtaken the monorail station, although it is currently under surveillance by the Institute's synths, who wish to clear the area of such dangers.

The Med-Tek building has been on lockdown since the Great War. Most of its prior inhabitants are deceased but were being experimented on. Some of the bodies of previous test subjects are still handcuffed inside cell blocks or isolation rooms, while the rest have slowly turned into feral ghouls over time and continue to stalk the inside of the building.

Within the sinkhole itself, a single deathclaw has taken up residence. During the night, it leaves the hole to feed and has had a great deal of success hunting brahmin, raiders, and other locals before retreating to its lair every morning.

QUESTS

- **Hardware Cache:** Underneath the General Atomics Galleria, it is rumored a hidden cache of Mister Gutsy and Mister Handy robots have been produced, ready to expand operations or as replacements for those within the model district.

The Brotherhood of Steel, currently en-route to the Commonwealth Wasteland, is aware of this and would like to make use of the cache for their own purposes. They will reward anyone able to find and procure these automatons for the Brotherhood.

WESTERN COMMONWEALTH

To the west of Boston itself, a large open region of rolling foothills hides several small developments and townships along its Charles River. Further from the water's edge, the relatively well-defended Fort Hagen stands well-protected against the dangers of the wasteland. To the south, a major highway interchange houses many mercenary raiders and is an extremely dangerous area to wander.

The reason for the survival of so many raiders in the area is due in-part to the existence of a Federal Ration Stockpile to the west, which has supplied the gang-like Wastelanders with sustenance for quite some time.

CORVEGA ASSEMBLY PLANT

Just to the south of Lexington, a Corvega brand industrial plant is home to a large group of raiders, led by a man named Jared. They regularly sweep the catwalks and offices of the assembly plant, keeping a guard out for the ghouls who occasionally test their perimeter. While the assembly line itself no longer runs, the lights on the outside of the plant still illuminate the plant's branding and external walls, allowing the building to be seen for miles around. Raiders have made sure to booby-trap the outer walls, making approach difficult.

Jared, leader of the assembly plant's current occupiers, has become obsessed with tracking down Mama Murphy, a woman travelling with the Minutemen currently holed up in the Museum of Freedom who claims to be able to see the future. As such, he has sent a group of his raiders to try to capture her and kill anyone who gets in their way.

Notable Locations

Federal Ration Stockpile

This pre-War installation has the sole purpose of storing and distributing food and other, similar supplies in the case of widespread emergency. It has since been overtaken by a group of raiders led by a skilled individual named Red Tourette. They have established an extensive aboveground camp, whereas its four levels of underground facilities have been systematically used as rations over the past centuries.

FORT HAGEN

The Institute has overtaken the concrete-walled pre-War command facility as a base of operations for one of its primary operatives, Conrad Kellogg. The numerous synths who now populate the facility have secured both the building, and the area around it.

Above-ground, the fort has sandbag emplacements on the roof, ready to be populated with turrets or armed protectors. Within the building itself, accessed via a roof entrance or by entering the garage, both synths and Protectron robots will defend the area from incursion, despite the facilities within being mostly to support human occupants.

Underneath the building, a blocked elevator exists as the only access to an underground command center. This large complex is extremely well-defended with the resident synths having armed themselves with the facility's extensive armory and being led by the ruthless Initiative mercenary, Kellogg.

Kellogg's orders have previously been to search for and capture resources, tools, and facilities for the Institute. More recently, his orders have switched to being to search for fresh biological samples which may exist from before the Great War. His missions have focused on attempting to locate and infiltrate what is left of Vault 111 in the northwest of Boston.

Throughout the underground rooms, Initiative furniture and equipment can be found scattered among the existing furnishings, either supplementing or improving upon the existing decor by supplying electrical power or up-to-date facilities.

MASS PIKE INTERCHANGE

Two raised highways intersect to the southern edge of the western Commonwealth Wasteland. It is here, at the Mass Pike Interchange, that a mercenary group known as the Gunners have formed an armed outpost.

Multiple powered elevators allow for movement between the different levels of the freeway, with mercenaries using these to access the raised areas without needing to travel the length of the road to the closest on-ramp.On the highest levels of these overlapping highways, experienced Gunners tout their advanced equipment, including scavenged Power Armor of both their own making as well as raided Brotherhood of Steel sets.

This outpost is headed up by two individuals by the name of Barnes and Winlock. These two leaders are immensely territorial, loathing any individual who attempts to infringe upon their efforts to make a name for themselves as hired guns. They have taken to threatening and driving off competition, intending to be the foremost mercenaries in the western Commonwealth Wasteland.

VAULT 81

This fallout shelter has survived intact to the present day, its occupants living in relative peace without being forced to have engaged in unethical or dangerous experiments. While half of the facility has been overtaken by diseased mole rats, the plagued sections have been shut off from the rest of the vault.

For more information on Vault 81, see *Chapter 7: Vault-Tec*, page 252.

GRAYGARDEN

This homestead and greenhouse make up a section of land which was occupied shortly after the Great War to investigate the ability of Mister Handy robots to act autonomously in tending to an allotment. Over time, it has remained a relatively undisturbed place in the otherwise dangerous region.

To this day, three Mister Handy robots oversee the production of various fruits and vegetables, and reward anyone willing to aid them in this task so long as the aid does not interfere with their role or the roles of the numerous other automated Mister Handy robots tending to the bountiful garden.

The three supervising Mister Handy robots each have personalities which match broad television personality tropes. Supervisor White has programming to act like a feminine socialite, despite her green-fingered nature as an automaton. Supervisor Brown has the personality of an older gentleman obsessed with obtaining mutfruit, whereas supervisor Green has the voice of a television gameshow host and is the trader of the greenhouse, willing to barter in his own way with any individuals who may visit.

The homestead itself is a dilapidated house and garage just to the west. Its current occupant is T. S. Wallace, a scientist with a panache for pre-War technology and radiation research. His work has removed him from the rigors of wasteland civilization, and he spends much of his time engaged in scientific pursuits in his home.

UFO CRASH SITE

An unidentified object has crashed into the ground to the south of Beantown Brewery. Its sole occupant, a human-sized creature with green skin and wearing a strange, advanced suit, escaped from the vehicle and, bleeding out, currently hides out in a nearby cave. The creature is scared, injured, and likely to attack anyone who approaches due to fear and pain.

The crashed object itself appears to be a sleek disk with an unidentifiable propulsion system, fuzzy four-sided dice hanging from the cockpit, and text scrawled into the panels. It does not seem to be in any way operational and both its technology as well as the language used on it are incomprehensible. Surrounding the crash site, many trees have been bent, set on fire, or charred beyond recognition suggesting the crash was both explosive and powerfully hot.

Note: As a gamemaster, you may choose to introduce this location via an event in the world. The UFO itself may not already have crashed, and you may wish to introduce the ship as crashing during the natural course of gameplay.

BEANTOWN BREWERY

Located over the Charles River, close to Boston city itself, this three-story brewery has been claimed by raiders led by a muscular individual known as Tower Tom. These wastelanders are known to kidnap others from around the area and ransom them. Recently, they kidnapped the sister of the leader of the Federal Ration Stockpile raiders to ransom her for food. Unfortunately, she was recently killed when she tried to escape, a fact that the raiders are trying to keep from spreading to keep being fed. Another raider named Sparta is out scavenging from local regions, just in case the rumor gets out.

The main factory floor is wide and spacious beneath a series of catwalks, making it a dangerous spot to be caught when facing raiders. In addition, the thick concrete walls keep many dangers of the wasteland at bay. Inside the guest entrance are a greeter's desk and gift shop, filled with pre-War items. On the top floor, an old office hides sundry disassembled or damaged computers, and the entire facility has old bottles of various beers which are still as-yet unspoiled.

QUESTS

- **Take Me to Your Liter:** The Institute, with their interests in Bioscience and Advanced Systems, have heard of the crash of a strange craft close to the Beantown Brewery, as well as rumors of its extraterrestrial occupant. They wish to capture the pilot, alive if possible. Unfortunately, the Beantown Brewery raiders have also heard of this crash site and are planning to salvage any weapons they can find from the location. Anybody wishing a reward for involvement should pick a side, and fast.

COASTAL COMMONWEALTH

Known for its popularity as a pre-War vacationing spot, the Eastern coasts of the Commonwealth have ironically now become one of the least-desirable locations to spend time in. Super mutants, raiders, and feral ghouls all vie for control of this area and the Brotherhood of Steel airship planning to moor itself at the Boston Airport does little to suggest the location will quiet any time soon.

While most of the rest of the Commonwealth bears direct history related to the American Revolutionary War, the coast itself has more of a link to a darker period of American history. The Salem Witch Trials have led to the town of Salem being a significant location even after the Great War, and the Museum of Witchcraft still standing nearby.

Due to its proximity to the Atlantic Ocean, this area has also been inundated with mirelurks, a fact everyone in the area cannot ignore. During mating seasons, their numbers become nearly unmanageable and the area becomes much more dangerous to traverse. Wary travelers keep to the western edge of the coastal region to avoid the more dangerous areas.

Notable Locations

Dunwich Borers

This old mine holds a dark past, and many locals steer clear of the location. Those who enter rarely return, and small rumbles are regularly felt through the floor of the area as though something great and terrible shifts underneath the ground. Those who delve deepest may find a partially revealed face of what may be a large humanoid statue buried, deep in the mine.

SALEM

After the Great War, this location—previously famous only for its witch trials—attempted to secure itself as a center of protection and civilization in the Commonwealth Wasteland. It succeeded and enjoyed fame throughout the region; but as time went on this led to complacency, as raiders would simply not try to attack the township.

That all changed when the mirelurks attacked. Rising from the oceans, they overwhelmed the seaport and surrounding residences. Only a single wastelander named Barney Rook was ready to defend the region, and many people died in the ensuing migration of wildlife just two years ago.

Barney protects the region to this day, still sour the town council never let him train the militia he wanted, but the town council no longer exists and neither does anyone else. The only named individuals remaining are Barney and his hunting rifle, Reba.

In the center of town, abandoned market stalls and a church indicate the old town square, whereas several boathouses and an extensive pier sit alongside decrepit boats which are unlikely to ever traverse the waters again without significant repairs.

Close by, the Sandy Coves Convalescent Home and Museum of Witchcraft still stand, although neither has seen human habitation for hundreds of years.

MUSEUM OF WITCHCRAFT

This gothic-church-cum-museum holds a deadly secret, and it's not anything to do with witchcraft. Recently, a group of Gunner mercenaries were asked to find and transport a case, not knowing they were deathclaw eggs, from one location to another. Partway they realized they were being tracked by the mother of the eggs and hid out in this museum, only to become trapped and hunted by the creature they were intending to avoid. Their bodies, as well as the still-living deathclaw, is still within this building.

The inside of this stone building has seen the ravages of time and the actions of the trapped deathclaw has done little to help that. A few exhibits still remain in locations difficult for the deathclaw to reach which depict the treatment of those accused of being witches in Salem's sordid past as well as the timeline of events which led to such inhuman treatment of fellow citizens.

Close to the museum, on a small island to the East, sits a crashed Stingray Deluxe pre-War fighter jet having been knocked out of the sky by an EMP following the Great War. While it can no longer fly, various factions in the wasteland may wish to scavenge technology and supplies from its long-undisturbed resting place.

SANDY COVES CONVALESCENT HOME

For the past two hundred years, the residents of this nursing home for the elderly have been cared for diligently by experimental robotic automated care. It should be noted, however, that no new residents have appeared in that time. Neither did the existing residents leave when the bombs fell during the Great War, or indeed would they ever again.

Currently inhabited purely by the two Mister Handy robots, one a nursing home attendant and the other a front-desk manager, neither seem to have realized the residents are now deceased, and they continue to see to the needs of those they still consider under their care.

When the Great War occurred, the diverse residents of the care home were largely in bed, most elderly and starting to suffer from dementia. One of them, Gladys, was not in the care home and in-fact had tried to escape the night before. A competent soldier who was not able to think clearly, Gladys had sequestered a wide variety of military paraphernalia in her room, including weapons and grenades, but individuals are not allowed entry without clearance from the care robots and the door is currently locked.

LIBERTALIA

This destroyed dockyard, littered with the wreckage of various boats and ships, is currently home to a group of minutemen-turned-raiders who use it as a base of operations. A supertanker has partially sunk in the center of the region, upon many settler buildings have been riveted, forming a vertical settlement. The rest of the location is formed of the various hulks of other ships, with rickety wooden scaffolding and makeshift bridges covering the gaps between them.

Originally, this settlement started as a location the Minutemen of the Commonwealth Wasteland could use as a central location from which to help other settlers in exchange for supplies. Unfortunately, they were not especially successful and over time slowly resorted to raiding caravans themselves, putting other Minutemen throughout the Commonwealth into great disrepute. Currently, this location is led by a former

Minuteman called James Wire whose own actions to sustain the life of his team have destroyed his self-respect. To this day, he leads Libertalia from the highest point in the central supertanker.

While none of the ships which form Libertalia are seaworthy, most have been turned into residences and makeshift equivalents of "buildings" you might find in other settlements, albeit regularly patched up to avoid them failing to the ravages of time and rust.

BOSTON AIRPORT

What was once a heavily commuted transportation hub for the greater Boston area is now a dangerous and abandoned site, populated largely by feral ghouls and mirelurks. Where the sea levels have risen after the Great War, the runways of the airport have long since been submerged, with aircraft rusting and falling apart in the shallow water. The main terminal to the airport is in ruins, preventing entry to all but the most determined scavengers, while the parking garages nearby still contain the vehicles left there when the War occurred.

Prior to the Great War, two airline companies known as Skylanes Air and Horizon Airlines provided the majority of flights leaving the area, but Skylanes Air had been drifting into actions of ill repute, smuggling guns and ammunition, as well as chems, through the airport's security. As of the present, a woman named Ness and her raider associates have learned of this. They are searching both the airport as well as any flights which crashed due to the Great War's EMP blasts, to find the valuable contraband.

Boston Airport's size and scale, as well as its infrastructure, means it is the current destination of the Brotherhood of Steel's airship *Prydwen*, which is currently on approach for mooring.

PRYDWEN

Unlike many other unarmored Brotherhood of Steel airships, the *Prydwen* is a modified craft with the ability to withstand significant external firepower. Despite its armor plating causing it to weigh forty thousand tons, the ship does not contain any armaments and is instead a Vertibird and troop carrier, intended as a support craft for Brotherhood of Steel forces in the area.

The hydrogen-filled craft has multiple facilities, including a mess hall, medical bay, command deck, living quarters and storage areas, as well as a quartermaster's stores. Currently in the command deck's observation area is Arthur Maxson, leader of this

group of the Brotherhood. Aboard the *Prydwen*, he is a young "Elder", but one whose ideals have inspired many around him. His beliefs are that the Brotherhood should attain and preserve technology in the wasteland, but he is not so strict that nobody else can have any significant level of technology. He abhors its misuse, however, and sends Brotherhood troops to prevent dangerous items falling into the wrong hands. The primary reason the *Prydwen* is on approach to Boston is due to the detection of high energy readings coming from underneath Boston itself. At this point Elder Maxson does not understand the Institute has been working on a reactor, and so he is cautiously intrigued.

Despite Elder Maxson's presence, the captain of the ship is Lancer Captain Kells. He handles the training and education of Brotherhood squires as well as maintaining order in the crew, while Maxson oversees wider Brotherhood interests.

As of the present the *Prydwen* is inbound to Boston Airport, where the Brotherhood intend to fortify their position as they explore and secure the Commonwealth Wasteland.

EASY CITY DOWNS

Once a horse track in the New England Commonwealth, the Easy City Downs are now a raider den. Under the watch of those who occupy a set of ruined bleachers, various robots including Assaultrons, Eyebots, Mister Handys, and Mister Gutsys race for the entertainment of the local raiders as well as associated Triggermen.

The racetrack is currently under ownership of the Triggermen, a loosely connected organized crime group led by a boss by the name of Eager Ernie. Under Ernie's management, the racetrack has grown in popularity among the dangerous criminal elements of the wasteland, earning Ernie himself a great many caps.

Ernie has made it clear to residents in the surrounding wasteland that he does not welcome visitors and that he'll shoot trespassers on sight, whereas raiders from affiliated gangs may visit without fear of repercussions.

While many different robots currently engage in races, there are many backups available as well as a "stable" which stores and repairs existing robots. Terminals around the location allow for easy access by Triggermen to alter the states and moods of the robots, letting them switch up the capabilities and modes of the participants at any time.

QUESTS

- **Just a Minute:** James Wire is the leader of the raiders of Libertalia. These individuals were mostly originally Minutemen until desperation drove them to banditry and lawlessness, but that may be about to change. A group of Minutemen led by survivors from the Quincy Massacre are looking to rebuild their organization and, while those of Libertalia may have fell from grace, that does not mean they are beyond redemption. If they can be convinced to return to a life of law-abiding and protecting caravans in exchange for supplies to survive on, the raiders of Libertalia may just rejoin civilization after all…
- **To Steel is a Crime:** The Railroad is looking for escaped synths, whereas the Brotherhood of Steel is looking to hunt them down. Desdemona, leader of the Railroad has learned the Brotherhood keeps a list of known synths in the *Prydwen*, on the observation deck of the command area itself. If someone can enter the *Prydwen*, steal the list, and replace it with a false one, the Brotherhood will instead turn to hunting down the Railroad's human enemies while the Railroad can focus on protecting the synths it will learn exist in the Commonwealth Wasteland.

NATICK AND THE GLOWING SEA

Underneath the perpetual haze of irradiated mist, the utter desolation of the Glowing Sea is the result of the direct impact of a nuclear weapon during the Great War. Anyone looking to travel close to the center of the impact zone or, in-fact, anywhere within the region would do well to stock up on chems or wear the appropriate equipment to prevent long-term effects from the invisible killer of radiation emanating from what has come to be known as the "Crater of Atom" by locals.

While the location still contains some buildings, those not yet reduced to flinders and rubble by the explosion of a nuclear weapon are by now covered with enough radioactive dust and ash to make entry nearly impossible. Where one might wish to dampen the throat with water, only radioactive pools of the fluid remain, and any rainclouds which pass over the area become irradiated themselves, spreading their danger to the rest of the wasteland in dangerous radstorms.

To the North, the town of Natick still has a few animals and plants left alive, but travelling to the south means you will be interacting with the worst the wasteland has to offer, including ghouls, mutants, and worse.

Notable Locations

Skylanes Flight 1665

Hit by the shockwave of a nuclear blast in 2077, this aircraft crashed to the east of the explosion's epicenter. While the plane is in multiple parts, many crates, suitcases, and other pieces of cargo are strewn among the wreckage. Hidden in a secret compartment is a secret stash of firearms, chems, and cash which were being smuggled by the airline. Their nature can be confirmed in a small manifest found stuffed in the secret compartment.

Atlantic Offices

This two-story office block may seem as though it has been booby-trapped with laser trip-mines to keep the dangers of the wasteland out, but in-fact it is mostly to keep the feral ghouls living in the basement trapped inside the building. If anything, this building's primary point of interest is simply the fact it is one of the few locations left standing in the Glowing Sea since before the War.

VAULT 95

Vault-Tec originally intended this location as an experiment into disrupting chem rehabilitation by revealing a cache of chems to the residents five years into their stay in this vault. Regardless, nobody is left alive any more from the original residents and a troop of Gunner mercenaries have long-since overtaken the vault as a base of operations.

For more information on Vault 95, see *Chapter 7: Vault-Tec*, page 252.

CRATER OF ATOM

Ground Zero for the nuclear detonation which overtook Boston and the surrounding area in 2077, this area is still heavily irradiated with the fallout from the centuries-old explosion. Strangely, however, it has garnered the attention of a few individuals. A group, calling themselves the Children of Atom have made a pilgrimage to the site and now live there, somehow unaffected by the radiation itself.

The group, a peaceful cult dedicated to the worship of radiation and revering the act of splitting the atom, have set up with in intent to spread the word of Atom's divine glow and their creation myth to all the people of the Commonwealth. Led by a calm yet firm woman named Isolde, they encourage and aid in any attempt to detonate a nuclear weapon, as they consider this to be how new universes are created, but are otherwise for the most part unwilling to get into any significant conflict in the Commonwealth.

The cult is also very wary of the actions of a nearby super mutant named Dr. Brian Virgil. Himself a prior member of the Institute, he infected himself with a custom strain of the Forced Evolutionary Virus to survive in the Glowing Sea and has been using it to hide out ever since. He wishes to return to being human, but this requires finding a serum to his condition, which he left in the Institute labs upon fleeing.

SENTINEL SITE

As a pre-War nuclear silo, this military outpost was developing new warheads which could be attached to ICBMs, ready for a worldwide nuclear war. Unfortunately, it was too late to both finish research on what it had, as well as launch any of its stockpile of existing nuclear weapons. As such, this secure facility trapped its military personnel inside when a nuclear strike occurred in late 2077. Over time, they succumbed to the radiation of the local area, many becoming the feral ghouls which now haunt the site.

Hundreds of years later, the Children of Atom found this site and one of its converts tried to explore it. After activating the launch sequence of the ICBM delivery system, the individual known as Brother Henri was killed by the many feral ghouls inhabiting the facility before being able to make use of its arsenal. His actions locked down the facility and should anyone wish to enter they must deal with both the mechanical blast doors as well as any ghouls which have become trapped within.

Any group with an interest in making use of the facility's stockpile of nuclear ordinance, such as the Brotherhood of Steel or Children of Atom, will need to gain access to the facility once more. Whether that is a good idea or not is up to those who wish to take on such an endeavor.

QUESTS

- **Fission Trip:** Brother Ogden of the Church of the Children of Atom has a strange request. He intends to leave the Crater of Atom and start business with others outside of the Glowing Sea. Unfortunately, those from other areas are very wary of allowing someone with such a background near their settlements. Ogden wishes for an associate to both provide an escort as well as act as a mediator between himself and merchants at other settlements who may be hostile to his intents.
- **Element of Surprise:** The Minutemen of the Commonwealth Wasteland are incredibly concerned as to the rumors of a stockpile of nuclear weapons within the Sentinel Site. As such, they plan to send in a specialist team to the location and dismantle the weapons. Unfortunately, the Brotherhood of Steel and Children of Atom have also learned of this stockpile and oppose any attempt to destroy such valuable technology. In addition, finding a location to secrete the radioactive cores, without harming local wildlife, will be a significant challenge for the under-resourced Minutemen.

QUINCY AND SOUTHERN COMMONWEALTH

In the south of the Commonwealth, to the east of the dangers posed by the Glowing Sea, the town of Quincy and its surrounding suburbs have largely been reclaimed by the rising sea levels as swampland and other pools of water pockmark the landscape. Super mutants, raiders, and dangerous wildlife crisscross this area, ensuring the area is never truly safe.

Quincy itself, as well as most of this region, has recently come under the control of the Gunner mercenary group, leaving little civilized life here which is not raiding or otherwise dangerous to wanderers. Their base of operations is in Gunners' Plaza, beside the redirected Charles River to the west, and their presence has spread from here across the entire wasteland.

The towns of Jamaica Plain and West Roxbury both have sordid pasts and enterprising wastelanders could gain a lot from investigating these areas. However, explorers may need to avoid or deal with the dangers lurking within.

This region also includes the offshore habitat of "Spectacle Island," now uninhabitable as the original settlers' anti-mirelurk sonar pulse beacons have failed, drawing in local wildlife. The island is ripe for re-settling, but requires some work to turn it back into the safe haven it once was.

Notable Locations

Gunners' Plaza

This building used to be a broadcast center for Galaxy News Radio before the Great War but has since been overtaken by the Gunners mercenary group.Using it as their headquarters in the Commonwealth Wasteland, a ferocious yet loyal man named Captain Wes has led the Gunners from this location, ensuring they have grown from strength to strength in a short space of time.

MASS PIKE TUNNEL EAST AND WEST

The Mass Pike Tunnel is an underground pre-War section of road traversing the space underneath Diamond City and Hardware Town. It has become dominated by raiders in recent times, leading to the eastern and western entrances becoming extremely dangerous areas to approach.

To deter trespassers, the tunnel has been heavily trapped with fragmentation mines at various locations, and raiders have been warned of where they are to avoid accidental harm.

In the center of the route, a utility access tunnel leads out of the Mass Pike Tunnel towards a Police Rationing Site, which the raiders have been using to keep those in the tunnel fed for some time.

As it is a significant raider enclave in the Commonwealth Wasteland, in a central location, multiple groups have concerns that the Mass Pike Tunnel's access to different areas of Boston, its relative defensibility and its current infestation by raiders may pose significant problems to the safety of the wasteland's denizens. Many gladly discuss opportunities surrounding clearing it of the proverbial vermin who inhabit it, allowing a level of safety for Diamond City and its surrounding regions.

QUINCY RUINS

The town of Quincy had previously been one of the most populous and successful settlements in the Commonwealth, but all that changed the day the Gunners attacked. When former Minuteman Clint turned on his previous employers, convinced they could not bring safety to the region, he led the mercenary band now known as the Gunners on a mission to overrun and take the settlement for themselves.

Now, the Gunners have hold over the town with the previous residents quickly pushed out and on the run. A constant vigil keeps watch over the borders of the settlement for returning residents or invasion by rival factions. Simultaneously the leader of the Quincy Gunners, a man named Sergeant Baker, scouts the borders from the church steeple. Armed with a Fat Man launcher, he is well prepared for anyone who might try to make a move on the town.

Within the Quincy police station, a Gunner by the name of Tessa stands prepared to respond to any problem at the town's borders. She has a strong preference for hand-to-hand combat, and with Power Armor she has the clout to back it up. Her raiders have made note of the disabled police Protectron nearby, but do not have the expertise to dismantle it and must persist with its constant potential for danger.

While the township contains apartments, a church, a pharmacy, and a diner among other facilities, the only location that is still in use is the liquor store which has been repurposed into a saloon for the Gunners, making use of the stash of alcohol available to them in the pre-War retail store.

WEST ROXBURY

Situated on the southern edge of Boston, West Roxbury is a district of the larger city; just to the south is the Gunners' Plaza but, despite this, the area has not come under the control of the mercenary group yet largely due to the prolific super mutant population in the region, especially within Shaw High School. While the region itself does not have a notable history, some of the buildings and facilities which are found there do.

For example, the flagship Fallon's Department Store, of which a number can be found through the wasteland, is in West Roxbury. Equipment and salvageable goods related to lighting, electronics, home goods, jewelry, and clothing are here should one wish to brave the few super mutants that often make use of the building as a basic shelter. While a functioning Protectron is plugged into one of the walls, it was never activated and as such unless turned on will not be able to provide support against any dangers.

Shaw High School used to be a failing education establishment before the Great War, where the principal secretly encouraged intelligence-boosting drug use to motivate students to perform well. Unfortunately, this plan backfired and ended up producing an extremely smart and well-organized delinquent who abused his intelligence by blackmailing the principal and hacking his terminal to create fake memos to teachers. Signs of this story are around the school in locations the current super mutant residents have not trashed. Visitors must also be aware of super mutant hounds, which scour the cafeteria for leftovers and scraps. Should anyone decide to brave the school despite these dangers, the super mutants have not decided to make use of the leftover Mentats from the principal's original experiment, leaving them as ripe pickings for any enterprising wastelanders.

MILTON GENERAL HOSPITAL

While this seven-story hospital catered to a multitude of individuals before the War, to save a great deal of money it switched from having paid medical professionals as staff to using a small fleet of "Nurse Handys", a "Dr. Handy, MD" and Medical Protectrons. After the War, data corruption or poor programming have led to them defending the medical institution with a vicious ferocity, meaning few have survived entry into the building since.

Of those who have found refuge in the hospital, many have discovered that the basement is one of the few safe locations one can remain. It is here that a ghoul raider named Sinjin has hidden out, leading a group of wastelanders of ill repute. He is not against kidnapping people for ransom and bears strong grudges, acting out when he is feeling threatened or someone disrupts his plans.

While the hospital itself is in ill repair, both one of the elevators and various Nuka Cola machines throughout the building are still functional due to the lack of need by human or ghoul inhabitants. Anyone looking for a few extra caps and refreshments for trade can brave the hospital to collect these full bottles. The facility also holds medical devices, equipment, chems and tools to aid anyone with serious injuries, although medical training (or a reprogrammed medical robot) may be needed to use their functionality to maximum potential.

Notable Locations

Milton Parking Garage

At some point since the Great War someone had enough lack of morals to turn this underground parking lot into a winding maze-like set of deadly hallways. Traps litter the garage, preventing most wastelanders from progressing. Anyone who makes it to the end discovers two locked cells containing items which are invaluable to any traveler. Opening one triggers an obvious and destructive fire trap in the other, meaning the last of the maze's tests is a choice of which prize the visitor is willing to sacrifice.

JAMAICA PLAIN

Before the Great War, the town of Jamaica Plain, just northwest of Quincy, had a plan. To increase tourism and bring in more money for a failing economy, they tried to create a local tourist trap."The Treasure of Jamaica Plain" was a time capsule the mayor built in the basement of the town hall, filled with trinkets from local businesses and residents, as well as historical artifacts from the local area. The mayor also sought to defend it, spending a total of almost thirty-nine million dollars intended for town hall infrastructure on security systems for the basement. When it was complete, it was a complete disaster. Very few visitors came, scant media attention was garnered, and the town did not recover financially before the bombs fell.

By now, the area is a haven for feral ghouls that scare away treasure hunters who may have heard exaggerated claims about a great "Treasure" underneath the region. Regardless, there are rumors that a treasure hunter named Sal had been forming a group destined to finally discover what is buried in the well-defended, high-tech basement of the town hall. Unfortunately, she died during the attempt due to the ghouls infesting the area, but her spirit lives on in the others she originally led there, still looking for that stash but not knowing what it contains…

While the treasure is the main draw to the location, Jamaica Plain was a well-constructed town that mostly survived the blast of the Glowing Sea's nuclear detonation. The ruins in this location are largely intact, including a tall church with a tower and numerous houses, meaning while it is not a stronghold or settlement for wasteland survivors yet, it could be used by anyone so inclined to wrest it from the local ghouls' grasp.

SPECTACLE ISLAND

Off the coast to the southeast of Boston itself lies an island settlement. Its facilities abandoned, the location has been inhospitable ever since raiders attacked the island, killing its inhabitants. After that, a beacon originally intended to discourage mirelurks from approaching fell into disrepair and the island was overrun, meaning anyone wishing to use the island on a permanent basis must reactivate and maintain the sound beacon. As its audio frequency can only be

heard by sea life, people on the island will not find it a source of discomfort, but attempting to determine the frequency while repairing the beacon may be a challenge all of its own: The mirelurks who are already resident on the island may also not take kindly to the beacon's activation.

Around the island, not only are various old buildings sitting ruined work as shelters, but old boats sit abandoned and wrecked around the edge of the island. On the side facing the mainland, a functional rowboat sits in a small boathouse suitable for a small group to traverse the coastal region, whereas on the far side, a large tugboat has run aground but still provides a good amount of shelter from the elements.

CAMBRIDGE

Before the Great War, Cambridge was known for its sprawling college campuses and 20th-century residences. The shining jewel of the area was the Commonwealth Institute of Technology, which now sits in ruins like most of the rest of Boston.

From the ashes of the War, however, a new organization has arisen with the same drive for technological advancement, learning and research. The Institute is a dark reflection of the C.I.T's original mandates but remains as resolute towards advancing humanity's understanding of the sciences. For more information on The Institute, see *Chapter 6: Corporations*, page 245

Cambridge itself also has other factions at work within it. The Railroad continues to smuggle synths out of the area, a small Brotherhood of Steel squad has been holed up in the area for some months, and both Gunner mercenaries as well as various raider gangs scour the area, searching for any remnants of civilization that may be useful to them.

The region has a wide range of old facilities built of stone, metal, or concrete, meaning the buildings are largely still standing in the area. Hospitals, stores, campuses, a church, and research buildings are in the region, offering refuge to some and further danger to others.

Notable Locations

Cambridge Crater

While the blast in the Glowing Sea, targeting a military installation, was the largest nuclear detonation in the Commonwealth, it was not the only one. A smaller warhead detonated in this spot in central Cambridge, flattening a city block and forming this radiation-filled crater. A group of free-thinking ghouls originally came here for their own safety in the wasteland, but the levels of radiation have since turned them feral.

COLLEGE SQUARE

In the east of the Cambridge area, on a junction of three streets, a massive battle happened recently. The remnants of this battle are visible from the layout of blockades and obstacles, intended to prevent a massive force of feral ghouls from taking over the area. The raiders who were defending themselves, however, were overrun and their bodies are scattered through the square.

Underneath the College Square, an underground railway station shows that the raiders here held up to the last, but this is where the feral ghouls have now made their home. While a few traps still exist protecting the area, they tend to be in uninhabited locations and the ghouls seem to have avoided them so far. This area is, however, an opportunity to scavenge and steal from a significant raider stronghold without needing to alert raiders themselves.

However, there are tales that late at night, a low, guttural pained moan comes from the entrance to the College Square Station. A single feral ghoul has grown far more powerful than the rest of them. The radiation affected their body uniquely, but be aware that while it may not "lead" these ghouls, the danger it poses has made it something of a legend to wastelanders who wander too close to the square itself.

CAMBRIDGE POLICE STATION

The Brotherhood of Steel reconnaissance squad "Gladius" entered the Commonwealth Wasteland in search for a previous Recon Squad named Artemis, as well as to discover and procure technology and information on the area. Unfortunately, as soon as they came close to the Boston area they were attacked by a prepared and competent group of raiders who overwhelmed them. While the surviving members made their way to Cambridge's police station and at once began to fortify it, they had taken significant losses in supplies and equipment by the time they got there.

The Cambridge Police Station is a well-defended structure, its solid building surrounded by metal defense emplacements and the remaining Brotherhood members able to provide sufficient firepower to defend it from the surrounding dangers. Its remaining members know, however, that a huge horde of feral ghouls are sweeping through Cambridge. Brotherhood Scribe, Haylen, is currently radioing for aid from a radio tower in the station, while Paladin Danse, leader of the squad, and sole remaining Knight, Rhys, attempt to defend the police station's courtyard.

Should the Paladin's squad survive, they have every intention to try to find a powerful transmitter in the wasteland to try to call for reinforcements from the Brotherhood of Steel, and with the *Prydwen* inbound to the local area, they may be successful.

Due to the Brotherhood's need for firearms and highly advanced armor, this location is well-stocked with supplies, weapons, ammunition, and various other pieces of equipment. Recon Squad Gladius, however, lost equipment for rebuilding their Power Armor early in their difficulties in the wasteland. They are desperate and will not survive much longer.

C.I.T RUINS, THE INSTITUTE

The Commonwealth Institute of Technology has been lying in ruins for centuries but is not inactive. Individuals are often wander around its area, while under attack from super mutants, which they are currently fending off with some skill and ferocity. This is because while the ruins of the buildings themselves are not presently occupied; the Institute facilities deep underground are. The ruins of C.I.T are where the Institute sends their "Coursers", or synth-hunters before they start their mission, and as such the location is heavily defended in order to keep it safe as a point of insertion.

As for the Institute facilities themselves, they may be the most pristine location in the entire Commonwealth. In this subterranean facility, a large cylindrical central section incorporates four floors which wrap around the core. The upper floors have residences and rooms left for meetings, while the bottom floor is where research studies and development occur.

On the bottom floor, the four focuses of the Institute are separated into four wings. The Robotics laboratories are to the southeast, the Synth Retention program to the southwest, Advanced Systems in the northwest, and Bioscience in the northeast. Each of these locations hold relevant supply rooms, equipment, and other facilities to support their goals. In the center, between these, are common areas including a medical wing, cafeteria, break area, and an outfitter.

While there are several department heads, the current leader of the Institute is a man known to many as "Father" due to his non-radiated DNA being used in the creation of the latest line of synths. This individual's original name is Shaun, and he is the aged son of the rumored Sole Survivor of Vault 111 to the north of Sanctuary Hills.

Bioscience: Headed by Clayton Holdren, a proud and friendly man, this department focuses on medicine, genetics, and botanical studies for the betterment and health of individuals who are in the Institute. While they keep samples of the Forced Evolutionary Virus, responsible for creating super mutants, word is that the department is attempting to develop a cure for this condition.

The synthetic animal project is one of the Bioscience division's more fledgling endeavors, but they have already created both crows and gorillas, and have just started getting off the ground. Opportunities exist to discover or obtain wildlife from across the wasteland for the Bioscience division, as well as assist in other experiments.

Synth Retention: This department's goal and drive is to ensure that the synths created by the Institute remain in servitude to the facility. To this end, the Institute developed advanced combat synths with distinctly reduced personalities ("Coursers") to reclaim or, if necessary, destroy rogue synths.

While Dr. Zimmer, a driven, middle-aged man is the current director of the Synth Retention Bureau, he is away from the facility at present leaving a man named Justin Ayo to oversee the department. Many believe his interest in running the Bureau is for his personal benefit rather than for the good of the Institute. His attitude has gotten so bad that field operative Dr. William Moseley has often had to act as an intermediary between Director Ayo and the rest of the department heads, but tensions are still high. Director Ayo may require help in tracking down synths from across the Commonwealth and he does not freely tolerate failure.

Advanced Systems: This division applies itself to classified projects and advanced weapons, armor, and more theoretical technologies such as the Institute's teleportation system. Currently, their aim is to produce a fusion reactor which would be able to power the Institute's work going forward.

The facility includes a small laboratory and a firing range for testing weaponry, as well as the reactor room itself. The reactor, however, is off-limits to those who do not have clearance due to the inherent danger it poses to the facility if sabotaged.

Madison Li, head of the department, is an altruistic thinker who is frustrated at the Institute's refusal to use what it has to help the people of the Commonwealth. She is also growing upset at the facility's habit of hiding inconvenient truths, such as the disappearance of Institute scientist Brian Virgil and the sealing of his laboratory. She would appreciate it if someone brought her the truth of what happened and moved the Institute itself to a more benevolent goal.

Robotics: Focused on the mass production of synths and their introduction into the Institute, this department also functions to repair and reset synths brought in by the Synth Retention division. At present, they are not undergoing any problems with production materials, however, should this change they would offer rewards to those looking to help the Institute in its synth production.

This division is headed by Alan Binet and his son, Liam Binet. While Alan is a dyed-in-the-wool Institute believer, Liam is a staunch pacifist and has been aiding synths in attempting to escape the facility for years, with not even the Railroad themselves knowing the name of their mole.

For more information on The Institute, see *Chapter 6: Corporations*, page 245

QUESTS

- **Feral and Goodbye:** John Hancock, mayor of Goodneighbor, lost his ex-partner prior to becoming a ghoul to the radiation of the Cambridge Crater when said partner approached too close to the radioactive center of the area. John himself fears becoming feral should he attempt to enter the area, but wants someone to retrieve the body, to both bury the man and be able to properly grieve, something his new partner has said she wants him to do.
- **Dreams coming into fruition:** Madison Li, head of Advanced Systems, wants to use the Institute's technology to benefit the wasteland and has been allowed a single trial. She is trying to use crops from the Bioscience division to assist in the growth of a settlement. If this works, it could lead to the people of the Commonwealth being able to access a hardy food source for decades. Unfortunately, the Brotherhood of Steel have gotten wind of this effort and will attempt to steal the crops and seeds for their own needs if they are left unprotected.

CHARLESTOWN

Between Cambridge and the Charles River is a small section of land that used to house the oldest of Boston's neighborhoods. Within the center of this area are both the caravan settlement of Bunker Hill, where synths are known to frequent, as well as the Weatherby Savings and Loan, upon which the *U.S.S. Constitution* currently sits.

To the north of Charlestown is the old headquarters for the Bureau of Alcohol, Drugs, Tobacco, Firearms and Lasers, or B.A.D.T.F.L. Various raider groups have attempted to access the armory in this building, but have been stopped by automated turrets designed to prevent such an incursion. Due to the nature of B.A.D.T.F.L., firearms and laser weapons would commonly have been held in such a location, and various chems would have been kept in a safe within the facility.

Charlestown also holds many buildings as would be expected of a small inner-city area, such as a still-standing laundromat and surrounding residences. Unfortunately, the area has also become a haven for raiders looking to surreptitiously escape for a fix of chems, and a den of iniquity related to the consumption of chems has sprung up in this region.

BUNKER HILL

Surrounding a tall, white cenotaph to the fallen soldiers of America's past, this settlement has grown up around the needs of various caravaners to have a haven in the wasteland when travelling between different pockets of civilization. Bunker Hill is therefore surrounded by a tall wall, with a main gate on the southern side.

Within the confines of the settlement, a small complex holds a Railroad-run facility underneath a warehouse owned by merchant Old Man Stockton, where synths are emotionally and physically prepared for the process escaping the Commonwealth. This fact is not beyond the ken of the Initiative, who would appreciate help in removing the Railroad's presence from Bunker Hill permanently. Some of the regular visitors, including a few of the merchants working for Stockton, sell information they gain on Bunker Hill's Railroad to the Institute in exchange for money and stims.

In the past, before their fall, the Minutemen would protect this settlement from raiders and scavengers. Recently, this task has fallen to the Railroad themselves, as well as any guards or mercenaries the passing caravaners manage to wrangle up, however, it is not unknown for these same mercenaries to turn on their wards the minute a promise of a higher-paying client or better opportunity presents itself. One

of the other ways the town has been kept safe is via the work of Mayor Kessler. When the Minutemen stopped defending the settlement, Kessler negotiated with the surrounding raiders. In exchange for regular donations of protection money, the raiders generally leave Bunker Hill alone. As it is a regular stop off for merchants coming and going, Kessler has so-far had enough caps to sustain this deal, however she knows it will not last forever, as one day the raiders may ask for more, or the flow of merchants may dry up.

U.S.S CONSTITUTION

Originally built in 1797, this ship is a large example of the era's frigates and played an extensive role in many of the U.S.A's naval battles. Over time, it lost its edge in various naval engagements and was eventually dry-docked and turned into a museum piece. In the years since the Great War, various modifications have been made to this esteemed ship, including NX-42 rocket engines and various electronic upgrades which allow it to both soar through the air, as well as act as an aerial ship.Currently, however, it is in dire need of repairs, as it has crashed into the Weatherby Savings and Loan bank building, just to the east of Charlestown.

In charge of the ship is a Sentry Robot, named Ironsides, who was originally a tour guide for the ship while in dry-dock. Around the time of the Great War, Ironsides suffered various malfunctions and overheating events which ended up corrupting and damaging part of its programming. Since this, it now believes itself to be the captain of the ship and in-fact the only remaining military officer in the entire United States armed forces, therefore considers itself in charge of the entire organization. It intends to continue to repair the USS *Constitution* to fly it to the ocean and attempt an attack on Chinese waters, despite the age and disrepair of the ship.It has already tried this at least once, leading to the crash-landing on the Weatherby Savings and Loan bank where it currently sits. Should it make it to Boston Harbor, it is not known how the ship's crew will react to the existence of the Yangtze submarine docked there.

Notable Locations

Scavenger Camp

Close to the west of the USS *Constitution*, a group of scavengers have made the area their base while they plan to raid the ship itself. Noting the hole in the underside, they intend to board the ancient marine vessel and push back the robotic occupants to salvage it for parts and prevent their crew from ever needing to face desperation in the wasteland ever again. The camp itself is little more than an emptied-out office and an outdoor cooking fire, but the scavengers here, including tacit leader Mandy Stiles, have made it their home.

QUESTS

- **Never From Your Enemies:** The region of Bunker Hill has been under the eye of the Institute for a while, and synths who disappear have regularly been tracked down and recovered by Institute Coursers in short order. There's only one explanation: Betrayal at Bunker Hill. Someone there is reporting the exfiltration of synths to the Institute, at which point they are being followed. Old Man Stockton, owner of the warehouse under which the Railroad headquarters of Bunker Hill are located, wants someone to determine who these traitors are and deal with them, before the settlement becomes no longer viable as a place to hide runaways.

THE FENS

The Fens, previously a district of Boston city prior to the Great War, has its requisite citizenry: That is to say raiders and super mutants who stalk the streets, looking for anything they can get their hands on to survive. In addition, however, The Fens are home to something special. One of the most uplifting, advanced, and civilized settlements in the whole Commonwealth Wasteland: Diamond City.

Diamond City's own security force is known to occasionally make its way through the outskirts of the region but. For the most part, they are still spread too thin to make a significant difference to personal security anywhere but Diamond City itself, but they may be found anywhere in the surrounding area when action must be taken.

Not all The Fens are known for positive elements, however. It is also famed for being the location of the hideout of the notorious Fens Phantom. This serial-killer was known for following up a hunt by displaying his victim's macabre remains in the city's sewers in a grotesque mockery of the police. It is not believed he was ever caught prior to the Great War and he may have died along with many of the other citizens of Boston at the time.

Notable Locations

Wreck of the U.S.S Riptide

This U.S. Navy tugboat was originally used by the local military to either ferry supplies along Boston's river, or move ships as necessary through the waters. When the Great War started, it ended up wrecked between the raised roads of the Charles River Dam Bridge, a bascule bridge in The Fens.

Since then, the U.S.S *Riptide* has become a haven for raiders who have made use of the floating cache of military equipment behind the boat to create a small, well-supplied camp from which they can launch raids of the surrounding area.

Science! Center

Diamond City in Boston contains this small two-story shack. Within it, a pair of romantically attached scientists, Professor Scara and Doctor Duff, focus on different experiments in the Commonwealth Wastelands. The building itself, made of corrugated iron and concrete, houses scientific equipment and paperwork with the results of many experiments. Many of these are due to Doctor Duff's mercurial nature, flitting from experiment to experiment. Whereas her wife, Professor Scara, works to focus on only a single piece of research at a time, progressing it to completion before moving on.

Home Plate

Within Diamond City, a few shacks and rooms are available to rent. One, however, is more luxurious than the others. Home Plate, a spacious property, was made all the larger by its previous owner buying adjacent buildings and combining the areas. A combination of the large interior and its location inside the central market area of Diamond City go a long way towards explaining the 2,000-cap price tag. It can be purchased at Diamond City's mayoral offices.

While it is powered by the electricity supply of Diamond City itself, the location does not come with any functional amenities and is relatively unfurnished, allowing new buyers to decorate it as they see fit. For any group of wasteland scavengers, it could easily become a new home or headquarters with few changes being required.

Schoolhouse

Mister Zwicky runs this small educational facility for the few children who live in Diamond City. As he spends most of his day in this building, he has also turned the upper floor into his residence, meaning he can be on-hand to assist with the children's education when necessary.

Mister Zwicky is often aided by a robotic teaching companion by the name of Miss Edna. This "Miss Nanny" style robot speaks in a French accent and believes itself to be the result of emotion-sensing experimentation. She is currently of the belief that Mister Zwicky and herself have grown close romantically but fears expressing those feelings due to concerns about her artificial nature.

All Faiths Chapel

Due to the diverse nature of Diamond City, with many from a variety of backgrounds and religions visiting or living there, All Faiths Chapel sprung up to fill a need. The chapel encourages meditation on the divine, regardless of the specific form such a holy concept takes.

Pastor Clements is the caretaker of All Faiths Chapel. He has the role of leading individuals or groups in prayer, meditation, or contemplation as well as performing specific ceremonies, although he admits he may not know the exact form of others' religious rituals or how to guide them in their worship without assistance from the worshipper at first.

DIAMOND CITY

The "Great Green Jewel" of the Commonwealth Wasteland is the largest settlement in the area. Fortified on all sides, and patrolled by a baseball-themed militia, Diamond City may be the safest location for anyone in the entire region.

Before the Great War, the area Diamond City was based on was a popular baseball stadium known as Fenway Park, leading to its grounds becoming a location which multiple people flocked to as it provided a great deal of protection from both the elements as well as a symbol of civilization which dissuaded nefarious groups from attacking. As time went on, it developed its own minor economy, and individuals of greater or lesser means stratified themselves in a society which had both prosperous "Upper Stands" and an area known as the "Lower Fields" where the rest of the residents lived.

One of the less welcoming aspects of Diamond City is that the region is utterly intolerant of ghouls. Due to actions of Mayor McDonough in his election campaign to run the city, he promised to remove all ghouls from the settlement, and this is exactly what happened when he was voted into office. After reaching mayorship, all the ghouls from the area were moved on, with many settling in the nearby location of Goodneighbor.

What some of Diamond City's inhabitants suspect, however, is that the mayor is not all he seems to be. Many believe he is in-fact a synth from the nearby Institute, however obtaining proof of this has been troublesome at best.

CHOICE CHOPS

Within the confines of Diamond City, Choice Chops is the number one source of meat to most of the settlement's inhabitants. While primarily dealing in Brahmin meat due to its abundant nature, Polly, the proprietor, is able to source and provide a wide variety of different kinds of meat to those who ask for it to be gathered. The Brahmin meat specifically is farmed by Diamond City's Upper Stand Codman family.

Polly herself is an artistic individual. When not dealing with the day-to-day needs of running a butchers' shop, she is known to engage in poetry and dance. She is a terse individual but is friends with various members of Diamond City who welcome her time. Her relationship with the Codman family has been prosperous, although they tend to turn up their noses at those who frequent the shop itself including Polly.

Within Choice Chops, one can find a large meat locker, used to store various foods and prevent them fouling in the Commonwealth air. In addition, Polly herself uses the space as her residence, with a kitchen and bed area taking up most of the back of the shop.

COLONIAL TAPHOUSE

This drinking establishment, set up in Diamond City, is one of the region's most frequented proprietors of alcohol and entertainment. Maintaining a civilized air and an almost pre-War style to the bar's internal aesthetics, many come from around the settlement to enjoy the refreshments on offer. Its primary competitor is the Dugout Inn, a hotel and bar found elsewhere in Diamond City, but the Colonial Taphouse's rustic chic and position as solely a place of drinking and entertainment rather than a hotel keep the established clientele mostly separate.

Barkeeper of the Colonial Taphouse, Henry Cooke, is a controversial figure. While he is a friendly individual liked by those who frequent his establishment, it is known that he is having an affair with a married woman known as Darcy Pembroke. Darcy's husband is aware of the affair and intends to protect his family unit for the sake of his son and his crushed pride.

If that were not enough to put Cooke in a dangerous position, Henry is also involved with two notorious groups. First, he is secretly an informant to the elusive Institute. In addition, he has been known to make deals with a dangerous stim dealer named Marowski to smuggle illicit substances past the walls of the settlement without the mayor's knowledge.

Notable Locations

Mayor's Office: In the southern wall of the Diamond City stadium, Mayor McDonough's office sits accessible only by guarded elevator from the outside walls. The office itself used to be the sports commentating booth, and as such has a wide view of the entire stadium from which any mayor can view their constituents.

Aside from the mayor themselves, other possible individuals who spend time here include the secretary, Geneva, who supports the mayor's work and Danny Sullivan, who guards the main entrance to the city as well as Mayor McDonough's access elevator.

The gamemaster may wish to organize a change in mayor as part of a plot, due to death or ousting. This should be an opportunity to allow the player characters to exert their social influence over the city, getting votes in exchange for jobs and favors, or otherwise attempting to convince the city of their favored candidate's credentials. Even if that candidate is one of themselves!

DIAMOND CITY MARKET

This wasteland marketplace is both the largest and most diverse in the entirety of the Commonwealth. Available goods include weapons and armor, as well as all basic supplies or medicines, and various services can be purchased from the sundry offices which are close by. The market opens, daily, at 8AM, although some shops do have after-hours services such as the Diamond City Surplus.

The market's open space is dominated in the center by a Power Noodles stand, a huge vertical tower which can be seen from all corners of the city and as such is often used as a waypoint to travelers or a meeting place for small gatherings before travelling elsewhere.

CHEM-I-CARE

For the most prolific chem vendor in Diamond City, Chem-I-Care is surprisingly sparse. Little more than a few shelves in a small alcove to the side of the market, the store sells chems and first-aid supplies to anyone with enough money to part with. Various

advertisements surround its entrance promoting the efficacy and potential of the wares, which are a mix of pre-War adverts and handwritten posters.

Its owner, Solomon, is an untidy individual and his adjacent home shares this quality. It is filled with uncleared garbage, chems, and other supplies for the store but little else. Solomon has made prolific use of his own products and he is known to be able to recommend specific chems to others based on needs, which would suggest why his home and supply storage is disheveled and neglected.

Solomon often has needs for flora and fauna which have natural chem-like properties to create a new batch to sell himself rather than attaining them from suppliers. To this end, enterprising wastelanders would do well to offer their services in tracking down the more difficult-to-find ingredients among the wasteland.

COMMONWEALTH WEAPONRY

Arturo Rodriguez, gun expert and enthusiast, acts as the primary arms dealer for Diamond City and runs a marketplace stall from which he sells a wide variety of firearms, lasers, and other more obscure weapons for use in the Commonwealth Wasteland. The market stall is sparse, with few items on shelves as Arturo obtains them from his supplies when purchased. On special request, he can be asked to acquire unique or specialist equipment such as unique weaponry or especially damaging tools. Finally, he can supply wastelanders with Power Armor should they require it and if they are able to provide enough caps for the weighty piece of equipment.

Beside the stall are also several other items available to would-be weapons users to keep their arms in tip-top shape. This includes tools for both repairing and building deadly items using parts scavenged in the larger wasteland.

Arturo himself lives in a house next to his market stall with his daughter, Nina. The girl is an attendee at the Diamond City schoolhouse and is wary of newcomers or people her father has not introduced to her.

DIAMOND CITY SURPLUS

As a twenty-four-hour store in the Commonwealth, this ship can provide service at all times to those in need of anything they the store has plenty of. Due to the chaotic nature of the wasteland, they may sell about anything that can be conceived of which may have a value. This may be food, arms, armor, chems, first-aid supplies, or any other equipment which locals have too much of, selling it to the surplus store to pass on to others.

During the day, the store is run by Myrna, a talented mechanic and anti-synth agitator. When not running her store, she can often be found tinkering with equipment or engaging in rhetoric against the local Institute, strongly centered around her paranoia of a secret synth incursion into Diamond City.

During the night Myrna's robot assistant known as Percy runs the store. Percy is a Mister Handy-style robot who was reprogrammed after being salvaged from a broken-down chassis in the wasteland. His ability to provide 24-hour service to Diamond City's citizens ensures the surplus store can make money day and night, although flaws in his programming occasionally mean he is unable to determine whether specific items may be on sale.

FALLON'S BASEMENT

Instead of an above-market stall, Fallon's Basement is an underground clothing store built into the cellar of Becky Fallon's home. It sells a wide range of pre-War clothing for adults and children, as well as various outfits for workers around Diamond City. Should a shopper need clothesmakers' items, they will be able to find them here, with buttons and bobby pins as well as needles and thread to assist people in maintaining their pre-War clothing over time.

The inside of the shop itself is walled largely by corrugated iron, with mannequins placed along the walls displaying the goods available for purchase. Outside, the shop displays the same rusted exterior, but "SALE" banners and a large "FALLON'S" sign are permanent fixtures informing people of the contents.

Becky herself is incredibly concerned about the welfare of her shop, being extra-attentive towards potential thieves and strangers in Diamond City. As her husband, Charlie, was kidnapped prior to 2287 by synth agents from the Institute, she has a strong dislike of the Institute itself and their agenda. She is very ungrateful to the security forces of Diamond City, whom she believes did not do enough to help investigate his whereabouts and now cannot help as the man has completely disappeared.

KATHY AND JOHN'S SUPER SALON

The single-parent family of Cathy and John own this incorrectly spelled barber's shop in Diamond City. It services all kinds of clientele who may stop by and require a tidy makeover. Cathy is the middle-aged mother of John and is overly critical of her son. She has been known to shout at him regularly and loudly chastise him for what she perceives as errors compared to his father who was also a stylist. She has done this to the point that John has displayed visible trauma through deafness in one ear. Their relationship is notably problematic, although as of yet nobody in Diamond City has stepped in to prevent this abuse.

John is a teenager who is attempting to follow in his father's footsteps by becoming a hairstylist and regularly cuts the hair of many powerful figures in Diamond City. This is particularly notable as his synth-paranoid mother believes the mayor's secretary Geneva to be a synth, but since John started cutting Geneva's hair, he has become convinced this is not the case.

Note: Remember to discuss and get buy-in for themes of abuse with your players before introducing such problematic elements of Cathy and John's relationship to your game.

MEGA SURGERY CENTER

Doc Crocker and Doctor Sun run this medical establishment found in the market in Diamond City. Its storefront is an above-ground shack which advertises medical intervention for various ailments, as well as reconstructive surgery where required. Doctor Sun runs the store-front shack and sells first-aid kits to travelers as well as providing general medical services to any who visit, including reducing radiation sickness and offering rehabilitation support for chem addiction. The doctors are also experts at various forms of chemistry with an experimental table available for those who wish to try scientific medical endeavors.

While Doctor Sun is an amiable individual and treats everyone who comes to his surgery with a great deal of respect, Doc Crocker has a far more disturbing nature. While he is a skilled surgeon, he cares far too much about the aesthetic appearance of those he operates on. This distraction causes him to neglect patient safety and such procedures have occasionally been fraught. The feeling is more than just a professional concern, however, and the doctor regards those who are less attractive as inherently less worthy than others, leading to a great deal of prejudice when it comes to a number of the citizens of Diamond City.

Unbeknownst to anyone else, an individual named Earl Sterling who worked for the Dugout Inn recently attended Doc Crocker's surgery to perfect what Earl regarded as an ugly visage. Due to the doctor's obsession, he worked on Mr. Sterling's face far beyond the time necessary, making unnecessary changes which put Earl's life at risk before causing his death. Doc Crocker has hidden the body, but the anxiety and guilt still plague him to this day.

POWER NOODLES

Directly in the center of Diamond City stands a significantly tall tower, overshadowing the height of everything around it. This vast pillar of makeshift steel frames, wires and cloth rain-covers contains two important facilities: The main generator for power throughout the entirety of Diamond City, and a popular take-out location which serves noodles to citizens and travelers.

The noodle bar, ran by a robot named Takahashi, encompasses a ring around the central tower, with cooking facilities behind the bar itself. Takahashi is well-known for having only one programmed line, "Nan-ni shimasho-ka?", which means "What are we having today?". This can occasionally cause frustration for individuals who do not know of this quirk, although the reason the bar stays open is because Takahashi is known for supplying delicious, if overpriced, noodles regardless.

In the settlement of Diamond City, the location of Power Noodles has a sordid history. Fifty-eight years prior, the first human-like synth was uncovered in a drinking establishment on what is now the grounds of the noodle bar. The individual visited the establishment unnoticed as a synthetic human until either a malfunction or program caused their cheek to start twitching and them to attack the townsfolk with deadly speed. Multiple citizens were killed before security dropped the murderer; at which point those of Diamond City saw the internal plastics of the first early human-like synth. This has led to animosity with the Institute which continues to this day.

SWATTERS

Diamond City's baseball theming is somewhat of a point of city pride. For that reason, a shop such as this is an inevitability. The store specializes in selling baseball memorabilia and equipment, including gloves, bats, and clothing for Fenway Park's home team. Atop the store itself is an oversized baseball bat with the word "SWATTERS" emblazoned on it.

Moe, the proprietor of Swatters, is up-front about his beliefs of what the game of "baseball" was. He has no expectation that anybody had ever used baseball equipment to engage in friendly sporting events, instead he sells the thick clothing, face cages and bats which he believes were purely for the purpose of blood sport. In the eyes of Moe, baseball was a game involving two teams battling to the death with the bats of the dead given to their children.

At the back of the small store is an entrance to Moe's home which contains further pieces of baseball memorabilia, whereas out the front can be found a bounty board for individuals who have a price on their head. In addition to the target, bounty fliers posted here usually have information on payment as well as informing the hunter about the individual who will pay the bounty once it is completed.

DIAMOND CITY RADIO

Operating out of a small metal trailer over a lake in the corner of Diamond City, this broadcast spot of music and news to the whole of the Commonwealth is little more than an individual's home and office. The trailer can be easily identified from the wide range of antennae atop its roof and the closer wastelanders get to the location the clearer the radio transmission is. Inside the trailer, the barebones interior has just transmission equipment and a small bed for sleeping on.

Travis Miles, the radio host heard across the wasteland, has more ambition than talent. His lack of confidence and anxiety leads to a number of transmissions where he has spoken in run-on sentences that don't go anywhere, mumbled the end of his messages, or simply broadcast terrified exclamations to the wider world. He wants to be a more confident individual, able to express himself better, not just for his radio station but also because he wants to catch the eye of a bartender at the Dugout Inn named Scarlett in whom he has grown interested.

PUBLICK OCCURRENCES

With a printing press set up in Diamond City itself, as well as a few skilled journalists, the Publick Occurrences newspaper offices print their newspapers and distribute them to the rest of the Commonwealth Wasteland swiftly and professionally. Within Diamond City, however, they do not have the grandest reputation. Unfortunately, due to making an enemy of Mayor McDonough (likely, as the newspaper continues to insinuate he is a synth), journalist Piper Wright has been temporarily exiled from entering Diamond City's limits.

Piper is the head of Publick Occurrences and she, along with her younger sister Nat, run the day-to-day of interviewing individuals, writing the articles, and selling of the newspapers themselves. They have become disliked by many, however, because of what the duo of siblings calls the "Brutal and honest truth."

Within the Publick Occurrences offices themselves, Nat currently is continuing her sister's work while said sister is unavailable. The shack holds a number of legacy newspapers in boxes lying around, as well as filing cabinets and paperwork with as much information on the Commonwealth Wasteland as they can find which may be useful to locals.

VALENTINE DETECTIVE AGENCY

Little more than a single room with adjoining sleeping space, the Valentine Detective Agency is run by synthetic private investigator Nick Valentine and focuses on attending to various citizens' concerns about missing people, betrayal, or similar personal concerns… all for a price. In the office he works alongside Ellie Perkins, his secretary on the two desks which adorn the office along with various filing cabinets, storage boxes and other knickknacks.

Nick Valentine was one of two synths created by the Initiative to think independently. While the other synth could create its own personality, Nick possessed a wide variety of other personalities of real people from whom to draw. The personality of "Nick Valentine" is that of a pre-War police officer in Boston, whose brain was scanned as part of a PTSD treatment following his wife's murder by a mob boss. Nick has heard rumors that this mob boss, a man named Edward Winters, became a ghoul when the bombs fell during the War, and so a file on the man can often be found open on one of the agency's desks.

While the people of Diamond City do not entirely trust Nick due to his nature as a synth, many of them have set aside their worries when needing his services. As such, he is rarely short of jobs and none of the townsfolk react especially poorly to his presence.

DUGOUT INN

As a competitor to the Colonial Taphouse, the Dugout Inn serves a different clientele. The location is aimed more at those who may want to spend a night and, as such, has a more comfortable and luxurious interior with sofas and other cushioned seats in the common area for drinkers to rest in. A Port-A-Diner food dispenser machine is in the common room, serving cooked food to those who can spare a few caps.

Should one wish to spend the night in the Dugout Inn, they will find the rooms to be sparse but spacious, with little more than a bare mattress on a bed, a couple of chairs, and a table in each rented room.

The Dugout Inn is co-owned by the twin brothers Vadim and Yefim Bobrov, men of Eastern European heritage who occasionally use old Russian words in conversation and speak with a strong accent. Of the two, Vadim is the quieter and more withheld of the brothers whereas Yefim is known to be loud and friendlier with customers, able to socialize easily. Despite a strong familial bond, Vadim is occasionally irritated by his brother's lack of discipline when it comes to personal finances, having to remind his brother of Yefim's responsibilities.

FENS STREET SEWER

Underneath the streets of Boston are a macabre display of grotesque proportions. The Fens Street Sewer system used to be the residence and grisly workshop for an individual known as the "Fens Phantom." This troubled individual ended up killing several individuals in a murder spree across the area, gaining their title from their inability to be found and captured.

Inside the sewers, the skeletons of the Fens Phantom's victims can be found arranged in several grisly pieces of artwork, each marked with an X on a nearby wall to mark a death. Props, animal skeletons, and poses show a hideous gallery mocking the detective investigating the case. A series of audio logs confirms this. Those lay strewn among the sewers able to be found before the Great War destroyed any chance of the display being discovered.

HARDWARE TOWN

This pre-War store to the southwest of Diamond City has been overtaken by raiders to act as a base of operations and a method of acquiring more stolen goods. When individuals are seen nearby, one of the raiders draws upon the mercy of passers-by and engage with them, suggesting their friend has been captured by raiders on the inside of the building. Should this draw the passerby inside, they are ambushed and killed by not only the gang in the building but also the bait who quickly turn on the victim. Their success is fairly clear to any visitor from the pile of bodies already accumulated in the basement, where they are stripped of all their valuables and left to rot.

The raiders in Hardware Town have no single leader, although they are more than happy to execute those they see as failing the group, such as if the "bait" is unable to entice anybody into the building for a significant amount of time, or should there be other problems. It is possible this lack of leadership and shaky loyalty could be used to any wastelander's advantage and allow an interesting dynamic to play out.

QUESTS

- **A Conventional Ransom:** Mayor McDonaugh's assistant, Geneva, has gone missing. She went to run messages with an escort to Goodneighbor but appears to have disappeared during travel. Investigating her trail reveals raiders kidnapped her and are holding her in the wreck of the U.S.S *Riptide*. They are demanding food and supplies before they leave the area but have promised to sink the U.S.S *Riptide* with Geneva on board if the mayor doesn't meet their demands.
- **Under the Microscope:** Professor Scara and Doctor Duff of the Diamond City Science! Center have finally drawn the eye of the Institute, who have great need for their realms of knowledge, and so they wish to meet the couple. Individuals from the Institute are not always welcome inside the walls of Diamond City, and the two doctors do not wish to visit the Institute. A neutral location has been chosen and must be secured to ensure talks go ahead.
- **Current Events:** Diamond City Power's reactor has started to act up. After investigation by mechanics, it has been determined that it needs a new core. These are not in great number across the wasteland, and those that do exist are typically not of a high enough yield to power a whole city. It is rumored, however, that the old Chinese Yangtze submarine in Boston Harbor may have something fit for purpose. Getting a group of mechanics onboard, dealing with the irradiated ghouls inside, and returning without becoming irradiated oneself, however, may be more difficult.
- **Make it Hertz Less:** Travis Miles is looking to include a few additional voices on his radio show to allow himself to gain some expertise from other speakers. He is not sure who to bring in, however, and wants to try to get the widest range of talents and opinions speaking as possible. He has gathered a small number of caps and will pay a bounty for anyone who is introduced to him and accepts to speak. The further they are from Diamond City, and the more interesting to listeners, the better.
- **Original Synth:** Piper of Publick Occurrences has a theory about Diamond City. She believes that synths are heavily involved with major parts of the city's functions. While she is wary of Mayor McDonough, she also has suspicions about his secretary, the guard to the main door of Diamond City, as well as a couple of outspoken individuals. She has found a piece of paper which confirms there is at least one synth still in Diamond City outside of Nick Valentine, as the paper is an order from the Institute to the synth to act on their orders and includes a visual activation code, but she needs someone to investigate more thoroughly while she is under watch by the mayor.
- **Get with The Program:** Nick Valentine is concerned about his internal structure. His cognitive processes have undergone an unexpected shift and his cheek has begun to twitch uncontrollably. He is concerned that he will undergo a similar change to the synth involved in the Broken Mask incident and wants to make sure that does not happen. He is unable to work out what is wrong, however, and requires expertise only one place has: The Institute. Nick has been in contact with an Institute scientist who may be able to help him, but Nick does not trust them and so is attempting to enlist others who think they can protect him during a diagnostic process.

ESPLANADE

On the south bank of the river, between Beacon Hill and The Fens, there is a stretch of riverbank which was previously an extremely wealthy section of Boston. The location has a large park, as well as several facilities both within and outside the park itself.

A small inlet of the Charles River stretches through the park, crossed by two stone bridges constructed prior to the Great War and connect the rest of the park to a small island offshore.

The location is largely inhabited by raiders, who attempted to scavenge from the HalluciGen, Inc. building prior to a mishap there, although a few buildings have not been cleared yet meaning ghouls and super mutants can still be seen prowling the streets at all hours.

CHARLES VIEW AMPHITHEATER

The Pillars of the Community are a small cult of likeminded individuals who have taken up residence inside this covered public stage where performances used to take place before the Great War. They follow a man named Brother Thomas, who promises the devout a "better life" in a multi-level progression system as they move forward in the cult. In reality, however, there is no level above level one, and attaining this first stage requires that you give all your possessions to Brother Thomas, meaning it would be quite difficult to reach a point in your life where things are positive enough for you that you could proceed to any other levels even if they did exist.

The Pillars of the Community are invested in the cult. As they have come to it from a harsh wasteland, this is the most positivity they have felt in quite some time and will be protective of Brother Thomas should harm come to him. They would be very difficult to convince to leave the cult as they are aware that life outside of it may be worse and the "Pillars" are the only positive existence they have known.

HALLUCIGEN, INC.

Prior to the Great War, this facility created and researched chemicals for use by civilian and military armed forces to enhance their effectiveness. After the bombs fell, the location was mostly abandoned until raiders led by the Gunner mercenaries broke into the facility for a client. When they entered the laboratory areas, however, they inadvertently released an experimental chemical into the facility.

Gunners who encountered this experimental formula would quickly grow aggressive and their fight-or-flight response would activate, specifically causing them to attack all of those around them in a rage. Many of the surviving Gunners fled the facility, leaving their affected brethren behind to this day.

The facility itself is expansive, having multiple partially-collapsed floors which all contain various pieces of equipment, computers, office rooms, and storage areas, as well as a basement where the affected Gunners remain, surrounded by cannisters of the same agent which caused their current malady.

At this point, the released HalluciGen-created gas has dissipated into the atmosphere and will not harm any further visitors. The major danger is from the remaining raiders. Any who have not already completely lost touch with reality may simply be succumbing more slowly to its effects.

BACK BAY

Just behind the Esplanade from the Charles River, Back Bay is mostly notable due to the extremely tall architecture which dominates its small city footprint. Both Trinity Tower and the Dartmouth Professional Building are two of the few buildings which make a striking impression on those gazing over this section of Boston. The location has been abandoned by civilized folks for quite some time, leading to super mutants and raiders fighting one another over the remaining scraps.

HUBRIS COMICS

This four-story store sold comics, toys, and other pop-culture memorabilia prior to the Great War. Unfortunately, at some point since then it has been overtaken by feral ghouls, including powerful glowing ones which prowl the top floors of the building. For that reason, and due to it not holding food, medicine, or weapons, it has not been a target for raiders or scavengers in all its years standing.

On the inside of the building, comic-book franchise advertisements remain on various walls and replicas of famous pieces of equipment from comics books are kept in secure locked cabinets. Examples include an axe in the style of that used by the powerful fictional barbarian, Grognak as well as a replica of the greyscale trench coat, scarf, and hat worn by comic book hero Silver Shroud.

TRINITY TOWER

Despite the damage caused by the bombs of the Great War, as well as the wind, rain, and other elements since, Trinity Tower has continued to stand as the tallest artificial structure in the entirety of the Commonwealth Wasteland. Climbing the building, however, is not for the faint of heart: Large sections of the building's floors are crumbling or decayed, and although a few of the elevators may take passengers through a scant few of the floors, the majority of the stories are inhospitable.

In addition to the constant danger of damage to the building causing harm to visitors, the location's current occupants—many super mutants—may cause any guest to rethink using it as shelter.

At the top of the building, held captive, are two individuals. The first is a thespian and radio actor by the name of Rex Goodman. He was captured by the super mutants who continue to allow him to broadcast pleas for help over a radio system, with the super mutants hoping he will draw new prey into the building. Held alongside him is another super mutant by the name of Strong. Strong was drawn to Rex Goodman when Rex started preaching civilization and culture to the group. He took some of it too literally, however, and now seeks to learn more about the "Milk of Human Kindness" he learned of from Rex's rendition of Macbeth. Strong believes some day he can find this very literal milk and use it to become more powerful than all others in the world.

TRINITY PLAZA

This abandoned and overgrown square stands between Trinity Tower and the neighboring Trinity Church. The entire area is heaving with super mutants due to them having commandeered both the church and tower, meaning this open area is extremely dangerous. The church itself has multiple entrances, one of which is in the direction of this plaza, although the super mutants are more interested in killing and eating humans than bringing them into any religion.

A crumbling statue of George Washington sits facing the church, half its head sheared off due to weathering and damage, but small pockets of trees and grass show the green and welcoming environment this area once was.

BOSTON PUBLIC LIBRARY

To the west of Trinity Tower, the Boston Public Library used to offer books, as well as historical documents, lectures, and recitals to a wide variety of the city's population. After the bombs dropped, a man named Curator Givens attempted to preserve as much of the library's history as possible, but the location was eventually overrun by encroaching super mutants and Givens was killed, his body remaining among the library's records to this day.

The library itself is two floors of facilities laid out in a large ring of Greco-Roman architecture with an open garden and fountain in the center for reading and contemplation. Accessing the center, however, will not be easy. Large numbers of Protectrons and turrets are scattered throughout the library, placed there by Curator Givens before he lost his life, and attempting to gain access to a lot of the library's facilities require dealing with them.

Despite these setbacks, many of the library's systems are still active, including its automated book return policy. Should individuals find library books throughout the wasteland, they can return them in exchange for small pre-War rewards.

BEACON HILL

This district is one of the more historically relevant areas in the city, with various legacy pieces of architecture and utilities dotting the streets. Before the bombs fell, gas lamps lit cobbled streets and the region was known for its quaint décor. Wealthy classical homes intermingle with more modern apartment buildings to give this location a mixed aesthetic which is unique in the Commonwealth Wasteland.

In addition to the following listed locations, Beacon Hill is home to the headquarters of the *Boston Bugle*, an established and respected local newspaper which has been used by various scavengers in the days since the Great War as a sanctuary from the elements.

VAULT-TEC REGIONAL HQ

Before the Great War, many large vaults were built throughout the United States of America to save as many people as possible from the dangers of the oncoming possibility of nuclear war. These were made by the company Vault-Tec, who had regional headquarters throughout the nation. Boston's regional headquarters, found in Beacon Hill, is a multi-story building found near the side of Boston's river. Inside, among the various floors are offices and terminals belonging to its former employees, as well as break rooms, conference rooms, and a kitchen, as well as a basement storage area.

Just prior to the Great War, the headquarters were undergoing a power shift. One individual by the name of Martin Reid had started to uncover the secrets behind what was going on in the experimental Vault-Tec vaults. He had been warned by another suspicious colleague named Walter Scott of other concerns they had, at which point he planned to leave the company to avoid embroilment in their nefarious deeds. Unfortunately, this plan occurred too late, as the Great War reached its tipping point before Reid was able to hand in his notice.

Proof of Vault-Tec's misdeeds are in records throughout the office, as well as the body of the regional manager's secretary, Sharon, herself a murder victim of the regional manager Frank Davidson's dangerous mental instabilities.

CABOT HOUSE

Old houses, such as the ancestral home of the Cabot family, dot the location and a few have been taken over by individuals who have their own reasons for keeping pre-War styles. In the case of the Cabot household, their old house aide has survived as a ghoul but continues to look after the house as though the Cabots were still alive two hundred years later. In truth, their lives extended by an unnatural serum developed by Jack Cabot from the blood of his father, Lorenzo.

Lorenzo, an explorer born in 1835, came across an oversized crown in his travels which seemed to be of unnatural ancient origin and granted him an unusually long life and various other abilities in exchange for his sanity. His blood has since been turned into a serum by Jack, which has kept the Cabot family alive.

Lorenzo has been imprisoned by his son in the Parson's State Insane Asylum, where he remains to this day due to the power the crown has over him and the instability it causes in his mental state.

NORTH END

A historically significant location of Boston, being one of the first parts of the region settled, the North End is famed for having played a part in the American Revolutionary War, as well as containing a good number of historical landmarks such as having the oldest standing church in Boston, as well as being the site of Paul Revere's own home.

Just before the War, North End was controlled by powerful Italian crime groups led by a man named Sal Barsconi. Relations between Barsconi and the South's Irish criminal groups were at an all-time low, as talks and negotiations broke down following an attempted assassination of Barsconi. The breakout of the Great War brought this rivalry to an end but snatches of this mob war remain throughout the North End's more nefarious locations.

Since the Great War, the location has been overtaken by raiders, but the Railroad have set up a base of operations in the region to help synths continue to escape the Institute following the dismantling of one of their other headquarters elsewhere in the Commonwealth Wasteland.

PICKMAN GALLERY

Pickman is a disturbed figure. Having survived in the wasteland for as long as he has, he has made it a habit of drawing raiders into his home, killing them and then displaying their bodies throughout the surrounding area. It is not known the reason for his depraved habits: He may have experienced a traumatic experience which caused him to gain a severe dislike for raiders, but he does not talk about it. Regardless, these days he tends to describe himself as an artist, displaying his disturbing "paintings" produced from the bodily fluids of raiders in his personal gallery.

The ground floor of the multi-story building itself contains rooms filled with these macabre artworks, whereas the upper floors are used to store the body parts of killed wasteland raiders, their corpses stored in sheets taken from the building.

The raiders Pickman has been killing are notably upset with their brethren being both killed and displayed in this manner. At present, they are planning to raid Pickman's home and teach him a lesson in recompense for what he has done to so many of their number.

RAILROAD HQ

After their headquarters in the old Defense Intelligence Agency's underground bunker was raided by the Institute, the Railroad needed a new home in which to perform their duties of aiding synths who were attempting to escape the Institute's slavery. To that end, they took over the catacombs underneath North End's Old North Church and transformed it into a secret location from which their work could continue.

Anyone seeking the Railroad HQ would do best to follow in the path of freedom they espouse. Boston's Freedom Trail is said to snake through the North End and reach their entrance, but those who reach the end of the trail only find puzzles and riddles await them. Should someone solve these, they will no-doubt be granted entrance to the Railroad's inner sanctum.

The most unique member of the Railroad in this location is P.A.M., or the Predictive Analytic Machine. This advanced artificial intelligence was built before the Great War to determine the actions of foreign countries and organizations. When the Great War was on the brink of beginning, P.A.M. was able to inform her creators of such, which enabled them to evacuate. P.A.M. was then left alone for centuries until the Railroad found and activated her, then brought her onboard as an analysis and operations management tool. P.A.M. has worked there since and is able to give suggestions on courses of action the rest of the Railroad's management may not expect.

BOSTON COMMON

Before the Great War, Boston Common was known as the oldest public park in the entire country. It was as a common grazing area until officially turned into a public space in the early 19th century. After the War, it continues to stand as an open space, albeit one without as much greenery or life.

Surrounding the common are a number of locations which may be of interest to wandering wastelanders, including Park Street Station's entrance, the Boylston social club whose members all committed suicide prior to the Great War, the Massachusetts State House which has since been taken over by mirelurks, the historic Old Granary Burial Ground where many revolutionary war heroes have been buried and a small section of water which has become known as Swan's Pond.

SWAN'S POND

This small area on the Boston Common is notable for two things. First, its stagnant and irradiated water which acts as a natural hazard to any life which may approach. The other is the presence of a dangerous and powerful super mutant behemoth, known to locals as Swan, who guards the area with a zeal. The bodies of raiders and other explorers can be seen strewn around the area and those who get too close to the pond itself will be shocked to find that its surface hides the enormous and muscular figure beneath its ripples.

Swan, the behemoth himself, was once a minor thief having stolen nothing more serious than cigarettes. As part of his rehabilitation he was injected without his knowledge with an F.E.V. strain, causing him to slowly lose his mental faculties and gain extreme muscle mass. Eventually he was released and made his way to the Commonwealth, where he survives to this day.

Having fashioned armor out of swan-boat fragments and wielding a large anchor, local raiders know well enough not to approach too close lest they incur Swan's wrath.

VAULT 114

Within Park Street Station is the entrance to Vault 114, which was never truly finished. While its intent was to show, among other things, the effects of an anti-authoritarian leadership of questionable ability on a high-society culture, the vault itself was never sealed. These days, the abandoned facility is inhabited by Triggermen and is used by Skinny Malone, a mob boss, as a secure headquarters.

For more information on Vault 114, see *Chapter 7: Vault-Tec*, page 252.

FINANCIAL DISTRICT

As a center of economic and commercial interests just prior to the Great War, the Financial District of Boston's wealth and status is visible in the number of skyscrapers which dot the region. The wealth of the location is specifically highlighted by the building of a monorail in this district, while collapsed sky-bridges show a lifestyle of opulence which has long since disappeared.

While the location used to be important due to banks, businesses and high-class apartments, these days it is more known for the Triggermen crime faction as well as the ghoul-friendly settlement of Goodneighbor.

GOODNEIGHBOR

This town started in 2240 as a place where those who wished for civilization went when they were no longer welcome in Diamond City. To start with, this included criminals trying to make a life for themselves, people simply shunned due to social faux pas, as well as others who do not fit in. In the days since becoming established, the location has grown in fits and starts, with one of the greatest times of expansion being when the ghouls of Diamond City were exiled.

As the location began as a hub of criminal founders, over time this became inconsolable with the settlement's attempts to create a location where people could live at a level of safety. For this reason, they established a volunteer security force named the "Neighborhood Watch." This makeshift militia has the goal of maintaining order, protecting the town from raiders and ensuring the laws of the current mayor John Hancock are enforced.

Notable Locations

Bobbi's Place: Bobbi No-Nose is a criminal boss who currently lives in Goodneighbor. While she proclaims herself to be a legitimate businesswoman, her actions are anything but. Currently, her plans include attempting to break into the storeroom of the current mayor John Hancock and steal thousands of caps worth of currency as part of a long-standing feud with Hancock.

Bobbi's Place itself tends to be wherever she sets up shop, however for now it is in a small room at the end of an alleyway in Goodneighbor, where she is planning the heist.

DAISY'S DISCOUNTS

Daisy sells a wide variety of items from within her shop in Goodneighbor. First aid, clothes, weapons, and ammunition are all available at a reasonable price from Daisy's shop alongside the store named Kill Or Be Killed. Daisy herself is a big fan of the Boston Public Library and would love to see it cleared of the dangers contained within.

HOTEL REXFORD

Before the War, this hotel used to be a place frequented by an up-and-coming sophisticated crowd. Nowadays, it is little more than a front for a chem-dealer named Marowski, although individuals may still purchase a room for the night so long as they do not cause trouble.

Current inhabitants include a Vault-Tec salesman. Having made the last of his sales of places in a Vault-Tec secure bunker, he himself was not in one when the bombs fell. While the radiation turned him into a ghoul, he survived the scorn and difficulties of the wasteland since that day. These days he is simply looking for a place to call home.

KILL OR BE KILLED

This gun-shop is run by a former RobCo Industries Assaultron robot named KL-E-O, who is more than happy to help anyone with their purchases. The location is alongside Daisy's Discounts, and although the two shops sell weaponry, they do not seem to compete.

While KL-E-O has been welcomed by the townsfolk, she still keeps extremely pragmatic plans to escape Goodneighbor should the need arise. This includes killing anyone who may prevent her leaving, especially the Neighborhood Watch. Unfortunately, Goodneighbor citizens are not aware of this fact, as these plans are hidden deep within her programming.

MEMORY DEN

Multiple "Memory Loungers" are spread throughout the floors of the luxurious location known as the "Memory Den." Irma discovered these advanced pieces of equipment some time ago, and she now uses them to entertain those who visit her establishment by allowing them to relive any memories they wish.

Irma has not revealed how she came across the Memory Loungers, although her assistant by the name of Doctor Amari does have extensive knowledge of their operation and functionality, suggesting a deal was made at some point in their past. Doctor Amari is also a staunch synth-sympathizer and has often used the Memory Den to help create new memories for synths who are escaping from the Institute.

OLD STATE HOUSE

From this old 18th-century building, mayor John Hancock and the neighborhood watch govern the city of Goodneighbor. The building, a two-story red-brick establishment, also houses several of Goodneighbor's homeless residents in its attic, as well as the entrance to The Third Rail jazz bar around one side.

The inside of Old State House is notably spacious, although the décor has long faded. A long spiral staircase accesses each story, with offices and lounges where individuals can work and relax as befits their demeanor. Finally, the building is host to the settlement's jail, and troublesome elements from rowdy drunks to murderers have been known to spend time incarcerated there before their punishment is doled out.

THE THIRD RAIL

John Hancock is the proprietor of this Goodneighbor jazz club, built into a disused subway station underneath the Old State House. While the entertainment provided by a woman named Magnolia is said to be one of the only live performances in all of the Commonwealth Wasteland, the bar itself is tended to by someone of less flesh and blood: A Cockney-accented Mister Handy robot by the name of Whitechapel Charlie.

A ghoul bouncer named Ham keeps the location safe from drunks and miscreants; and many drifters regularly make their way to the venue. Its sparse interior is decorated with furniture scavenged from various other locations, but it has tried to keep its décor relevant to its theme of an underground railway platform.

POSTAL SQUARE

Just to the southeast of Goodneighbor, this small area is little more than a subway entrance and brahmin-feeding trough. It is most notable for being the far end of the "Blue Line," a subway line reaching from the Postal Square all the way to Boston Airport.

The region is currently overrun by a group of Gunner mercenaries, making it incredibly dangerous to wandering wastelanders.

QUESTS

- **It's Nobody's Vault:** The Vault-Tec salesman currently living in the Hotel Rexford is worried about leaving his room. An old nemesis of his, a rival Vault-Tec saleswoman from before he became a ghoul has visited, now a ghoul herself, and has started promoting her new wasteland business. The salesman in the Rexford is not sure whether to try to impress her, work with her, or try to run her out of the territory.
- **I Don't Mind One Bit:** People have started seeing strange things in their memories in the Memory Den, strange "phantom-like" creatures which were never in the original memories. Patrons have started avoiding experiencing the memories due to them, and Irma is at a loss. She wants to hire the wastelanders to try to deal with them in their own memories, as Doctor Amari does not think she can isolate them otherwise.

- **Feeling Railroaded:** The Third Rail bar intends to renovate. Whitechapel Charlie wants to attain old train sleepers to use as part of steps into the bar, but it will take quite the effort to both find and transport them. Charlie wishes to hire the wastelanders to get that done and will pay handsomely per sleeper.

THEATRE DISTRICT

Prior to the Great War, this area of Boston had a wide variety of theatres to entertain those who would enjoy such live frivolities. Shortly after the War, however, the region was repurposed by the U.S. military to treat the thousands of casualties who came in after the bombs fell. Over time, the military were forced to pull back and eventually disband, allowing raiders and other groups to enter the area with impunity.

Today, the region is controlled largely by the Gunner faction who have taken most of the district's buildings. In addition, specifically raider-friendly locales include the Combat Zone, an arena for blood-sports as well as the D.B. Technical High School whose bear mascot, Bosco, has been commandeered by the raiders' leader as a unique brand.

COMBAT ZONE

Two years ago, a group of raiders made a deal with this old-style theatre's proprietor, a ghoul named Tommy Lonegan, to be the primary customers and fans of what he had turned into a blood-sport arena. While the location previously had diverse clients, Tommy was not too bothered with this switch in customers as he still made just as many caps.

These days, the Combat Zone consists largely of a sizeable steel cage in the center in which combatants are asked to fight to the death against one another at the behest of the local raiders who do not care for the welfare of even their most favored prize fighters. These days, one of the most skilled combatants is a hardened wastelander named Cait who has been fighting for three years. She has suffered in her upbringing and these days fights for caps and chems but may never trust those around her again further than she can throw them.

QUESTS

- **Aloe Blow:** Due to the brutal conditions in the Combat Zone its fighters will pay good amounts for any edge. Chems tend to cause fighters to not take part as effectively, but natural remedies in the Wasteland will soothe wounds and treat most abrasions which are not serious. Good caps can be found in exchange for supplying these, but even choosing who to supply them to can be fraught as raiders do not like their preferred fighter to lose out on an opportunity for success.

BOSTON HARBOR

Famed for the dumping of British tea in 1773, the Boston Harbor has grown and flourished since that day. When the bombs fell, the location was busy just like any other and several boats are still moored to its piers even now. In the location are various warehouses and a custom house which were used before the War by the government to oversee imports and exports but these days remain mostly empty aside from the existence of super mutants who are hungry for more humans to feast on and will attack anyone who strays too close.

THE SHAMROCK TAPHOUSE

An Irish-themed bar on the harbor, this location is still standing relatively undamaged. This may be due to the renovation and makeshift defenses which have been put up on its windows to prevent harm from the wasteland, but either way the raiders within seem to be surviving well enough.

Their leader, Gaff, has made good use of the location but has so far been unable to activate a custom Protectron robot they found named Buddy, or "Drinkin' Buddy". This robot was built by the pre-War proprietor as the "ultimate automated drinking experience", being able to serve ice-cold beer and was intended to be shipped out to other bars and restaurants, but the Great War put an end to those ambitions. It still has the capabilities of a regular Protectron, having a laser gun and flamer presumably for protection, but can also be taught beer recipes and start the brewing process to produce any of them within its body on request.

YANGTZE

In the run-up to the War, the nuclear-powered ship, *Yangtze* was on patrol in the shores off the coast of the U.S.A. As the bombs fell, the *Yangtze* received orders to unleash its full nuclear salvo of six bombs onto the Commonwealth's coasts and five of those were successfully fired with the sixth not leaving its launch tube.

As the *Yangtze* continued to scout the region, it struck a previously unseen sea mine, forcing the vessel to seek shelter in the harbor of their enemies. Over time, the radiation from the damaged reactor infected the crew, turning them into ghouls. One by one they fell to a feral nature, all except the captain who to this day has kept his mental faculties. He now only wishes to return to his homeland in peace, but to do so he knows he will need to deal with his now-feral crew to repair the submarine and leave.

QUESTS

- **Sub-Optimal Conditions:** As a particularly fierce radstorm is bearing down on Boston, a few wastelanders have expressed fears they may not be able to survive in the shelters they currently have. They have noted an individual entering and leaving the "ghoul whale" in the harbor and wonder if they could ride out the storm within its metal shell. Unfortunately, there is not much time, and the inside of the vessel itself holds its own dangers.

SOUTH BOSTON

The industrial district of South Boston used to be the central area where dangerous criminal Eddie Winters held his territory, but after the Great War, that never really mattered any more as most of his power base was either dead or dying. The Minutemen were also well-known as having a strong presence in this area, but they were soon-after driven out by a huge upswell of mirelurks fifty years ago.

These days, raiders, super mutants, and mirelurks continue to make the location their home, but should they be cleared out it would prove a solidly defensible region: The Castle and nearby hardened factories being accessible and fortifiable defensive structures.

UNIVERSITY POINT

What is now a fishing village had managed to survive after the War for decades, being a center of learning and research that became embroiled in a takeover of its laboratories by military researchers. As the bombs fell, however, the military pulled out, leaving most of their research personnel and notes behind.

Since the Great War, University Point remained as a popular trading post even through some of the Commonwealth's most difficult times. This would not last, however, as internal tensions grew over the following decades until 2285, when information on reactor research in University Point got back to the Institute. Threats of violence from the Institute if the location did not hand over the research caused the townsfolk to fracture in opinions, but they did not pass on the information until a group of heavily armed synths eventually attacked the town, killing all of the citizens. The buildings are mostly still standing to this day, but the legacy of the area and the visible scars of heavy fighting frighten off most settlers from trying to start up there again. Rumors continue to abound of further research notes hidden in the collapsed tunnels under the location, but so far, the Institute has not committed resources to recovering them.

THE CASTLE

As a star-shaped fortification built in the early 17th century, Fort Independence, or "The Castle" is a solid building built of virtually all granite. It has survived the rigors of battles through the ages, including providing harbor defenses during the War of Independence before being overshadowed by larger, more advanced forts built along the shore.

After the Great War, the Commonwealth Minutemen used The Castle to act as a reinforced headquarters against the raiders and other nefarious factions of the Wasteland. Ironically, it was not a human foe who managed to drive the Minutemen away, but an enormous mirelurk queen who wished to use the location as a new nest. The battle was won by the creature and the fort is still in the clutches of the queen's brood to this day.

GWINNETT BREWERY

While this historic brewing company building is now infested by mirelurks before the War it brewed local beers themed around the historical significance of the local area. Started by Button Gwinnett, it produced such beers as the Blackened Victory Lager, Dead Redcoat Ale, and Bunker Hill Brew under its roof and its success continued apace until Boston met its fate during the Great War.

The brewery has an attached restaurant to which survivors flocked in the days after the War as a haven from the wasteland. Unfortunately, it was quickly attacked by desperate individuals and the recent attention of super mutants has meant it has not fared much better in the past few months.

ANDREW STATION

While Andrew Station used to be a railway station built to service an underground public transport system, these days it has been heavily modified with defenses build by a number of raiders keen to use it as a base of operations. Tall barricades of metal and wood surround its entrances and an automated turret sweeps the inside of the ground floor for intruders.

The raiders at this location are led by an individual named Chancer. They have made note of a bunker in

the location of Andrew Station, but has as-yet been unable to gain entry. This bunker belongs to former crime boss Eddie Winter, a man with a dangerous mob past who has lived for the past two hundred years after transforming himself into a ghoul to gain eternal life.

GENERAL ATOMICS FACTORY

General Atomics used this building by General Atomics to produce Miss Nanny childcare robots for many years prior to the Great War. Due to the increase in civil unrest across the country this became more and more difficult, although the quality assurance department remained functional.

As it is currently set up, the factory's quality assurance department is ready to accept new Miss Nanny robots for testing, and incomplete programming accepts any entry into the building as a new robot who must undergo testing. This may be hazardous or useful for anyone entering the area depending on their skillset.

QUESTS

- **Nanny State:** After the production facility was somehow activated, Miss Nannys have been pouring out of the General Atomics Factory in droves, with at least thirty now setting up a commune outside the factory itself. With nobody to give them orders, their corrupted programming has come to the flawed conclusion that they must seek out and capture people of all ages to look after at all costs. If not stopped, they will soon have a sizeable army of childcare robots to perform this twisted role.

GENERIC COMMONWEALTH LOCATIONS

BUNKER

Located at random across the wasteland, bunkers are fortified installations, usually thick concrete slabs buried underground or set into the sides of hills. Bunkers are often jealously guarded and fiercely fought over. They also tend to hold a variety of supplies and ammunition, and occasionally a piece of pre-War technology.

CAVE

In the more rugged regions of the wasteland, travelers may discover the odd cave here and there. Many are unoccupied depending on the season, though others have any number of deadly and fearsome creatures. It's said that some caves even lead to immense cavern structures deep under the ground.

DINER

There are several classic 'dirty spoon' diners sprinkled throughout the Commonwealth, and though they carry unique names, they're all generally what you'd expect: cheap, palatable food, an eclectic crowd of patrons, and a deep well of gossip, local knowledge, and intrigue for those willing to sit and ask questions.

FACTORY

A few large factories are intact across the Commonwealth, most of which have a variety of technology and spare parts. Robots of various forms still roam the factory floors, and in some cases, claim the factory as their home. Some factories have been converted into strongholds, while others lie vacant and ravaged.

FARM

Even in the irradiated wasteland, some farmland is still arable, producing a range of crops including tatos, corn, carrots, and melons. The farms' inhabitants usually defend them, and some farms are large enough to be able to afford hired help and protection. Farmers are usually willing to barter or trade.

HOSPITAL

A few hospitals are still throughout the Commonwealth, and either one faction or another has since converted almost all into strongholds. Many of them still house various medical supplies and pieces of technology, which makes these fortified buildings regular targets for attacks. A faction gaining the use of a hospital almost at once must fight to keep it.

JUNKYARD

Numerous junkyards dot the landscape; each one a treasure trove of spare parts, sheet metal, and other nuts and bolts of technology. Rummaging through a junkyard may reveal any number of useful treasures, which also makes junkyards regular battlegrounds. The sheer variety of material available for use or reuse as a magnet few factions can ignore.

METRO

There are several old metro stations throughout Boston and the outlying areas of the city. Some underground stations have collapsed, while others were converted into strongholds for raiders, super mutants, and other factions and creatures. Many stations and derelict metro trains have been picked over, but some have treasures yet to be recovered.

MILITARY BASE

A few pre-War military bases survived the War and remain as either irradiated no-go zones or strongholds occupied by factions such as super mutants or the Brotherhood of Steel. Anyone interested in entering one for the stores of weapons and supplies will have a fight on their hands..

MUSEUM

Boston is home to a couple of ancient museums, each of which holds artifacts from the past, books in varying conditions, and a few working terminals containing limited information.

OFFICE TOWER

Despite the extensive damage to the city of Boston during and after the War, some skyscrapers and other tall buildings remain standing. Most are occupied by one faction or another, and few have been thoroughly explored. Some have still-functioning elevators, though the safety of those devices is suspect, at best.

PARK

Most settlements throughout the Commonwealth boast one or more small parks, open areas of browned grass and stunted trees. Some are informally considered to be neutral ground, while others are blood-soaked battlefields. Some have broken benches and twisted playground equipment.

PIER

Some coastal settlements in the Commonwealth still have piers jutting out into the water, though there are very few unclaimed boats left moored to said piers. Mirelurks and other beasts often nest underneath piers, which may present a surprise to the unwary.

PLANE RUIN

Airplanes, Vertibirds, and other aircraft once ruled the skies, but during and after the War, some fell to earth and dotted the landscape with impact craters and debris fields. These areas often attract raider crews or scavengers looking for useful scrap or the occasional item of value. Radscorpions are known to nest inside larger wreckages.

POLICE STATION

The Commonwealth has a few old police stations still standing in various settlements and towns, though none of them are unoccupied. They now act as strongholds for raiders and super mutant factions, and the Minutemen have also claimed one. They're strong buildings, easy to defend, and hard to breach.

POWER PLANT

A few power plants remain in the Commonwealth, though most of them no longer function and stand against the horizon as darkened shadows of a former world. Most have been converted into faction strongholds, though a couple are inhabited by sentry robots that jealously guard their territory against any incursions. Useful technology may often be found inside.

RADIO TOWER

While many of the pre-War radio and relay towers have succumbed to the test of time and rusted out or toppled over, there are a few out in the wasteland still operating, and still transmitting a signal. Whether anyone is listening to or responding to those signals remains to be seen…

RED ROCKET

Dozens of Red Rocket stations are placed all across the Commonwealth, each with the same basic design: coolant pumps to service vehicles, a large building that once served as a store, and the distinctive red rocket sign on the roof. Some stations are entirely abandoned while others have been converted into settlements or strongholds.

RUINS

Ruins of all kinds litter the Commonwealth landscape and the wasteland itself. Countless former buildings, overpasses, factories, and other pre-War constructs suffered damage both natural and manufactured, leaving behind piles of twisted metal and broken concrete. Any number of things may be buried under tons of debris, including valuables, weapons, ammunition, and artifacts of a bygone era.

SATELLITE STATION

These were military complexes before the war but are now rundown and under the control of a band of raiders. The site consists of two wooden buildings on the surface and a reinforced concrete bunker underground. Molerats and other vermin also call the area home, and they regularly scrap with the raider tenants.

SETTLEMENT

Settlements are any number of small communities that have popped up across the Commonwealth in the years following the War. The members of a given settlement usually work together to help each other, though the larger settlements have their share of criminals and bad-faith operators who care more for themselves than the community.

SEWER

The sewers under Boston are nearly as old as the city itself and are full of lost treasures, forgotten people, and desperate souls who don't want to be found. It's also home to feral ghouls, mirelurks, and any number of other creatures that like the darkness and the wet. The sewers are sometimes the only means to navigate around certain ruins aboveground in the city.

COMMONWEALTH ENCOUNTERS

RANDOM ENCOUNTERS

The Commonwealth is home to a great many dangerous or friendly individuals. Use this table when the party rests or travel to create random encounters with dangerous denizens of the wasteland. Roll one d20 and consult the following table:

Random Commonwealth Encounters

ROLL D20	ENCOUNTER
1-2	Raiders have taken over a small set of shanty huts and shout demands at the wanderers
3-4	A wandering merchant is attempting to escape bloatflies. Saving them will grant the characters a small discount as a thank you, or a singular item as a reward
5-6	A roving Eyebot passes by, offering advertisements and possible mission information
7-8	Hungry, feral dogs attack the Wastelanders looking to feed
9-10	A rampant Yao Guai ambushes the group who have wandered into its territory
11-12	A pack of feral ghouls spot the party and make a beeline for their position, at the center of the pack is a glowing one
13-14	A Brotherhood of Steel Vertibird flies overhead, buzzing the group and responding as befits the wastelanders' reputation with the organized group
15-16	A super mutant behemoth guards the location the party are currently in
17-18	A mirelurk queen and its brood seek to protect a small spawning pool
19	One deathclaw stands triumphant over another it has just killed
20	Roll on the "Weird Wasteland" table

WEIRD WASTELAND

Sometimes the wasteland's more unexpected difficulties, radiation, or strangeness is reflected in the kinds of things which can occur in the world. If you wish to reflect that in an encounter, roll one d20 and consult the following table:

Random Weird Wasteland Encounters

ROLL D20	ENCOUNTER
1-3	A group of Mister Gutsy robots out on a mock training exercise seeks to include the party as friendly or enemy soldiers
4-7	Followers from the Pillars of the Community cult wish to proselytize to the group
8-10	Fans of a wide variety of pre-War cultural icons have come together to plan a "convention" from different interested groups across the wasteland
11-14	A group of super mutants can be found poring over advanced technology attempting to get it to work (for example, an airplane, robot, or tank
15-17	A team of makeshift "taxi" rickshaws run by settlers approach the group and offer their services in exchange for caps
18-20	Another vault dweller from a previously unknown vault approaches the group, asking for parts to help with their vault's infrastructure

COMMONWEALTH PLOTS

When creating plots in the wasteland of *Fallout,* one should bear in mind that it is part of a wider world with significant themes. The world is one which has at the same time been ravaged by war, corrupted by pre-War capitalist ventures, and infused with a history of its locations and a legacy of brand identities. Multiple of these themes can be on show in any story which is to be told, and gamemasters should be able to draw on these concepts to exemplify what it means to live in the Commonwealth Wasteland and beyond.

WAR

The defining feature of *Fallout* is the wasteland. No matter where one goes in the United States of America, there is a wasteland left by the Great War. Conflict did not end when the bombs fell, however, and as they say, "War Never Changes." Smaller conflicts play out over the wasteland as raiders and civilized groups attempt to grab at power, while the relics of wars long ended are scattered across the wasteland, ready to be discovered and reactivated by anyone with the patience and knowledge to do so. This conflict and attempt to rediscover old hardware is epitomized by the Brotherhood of Steel, who continue to attempt to remove all weapons from the hands of wasteland citizenry in their mission to control all technology in the region.

PRE-WAR CAPITALISM

Many of the buildings and features of the wasteland, from billboards to frontier towns, from the vaults to the city's largest towering skyscrapers, are there due to the wealth and prosperity created from the golden age of America's capitalism. The cultural stagnation of America in this age brought with its haves and have-nots, and those who had the greatest power often started to become corrupt with their own influence. This can be most significantly seen in the morbid experiments done by Vault-Tec even as they suggested to those who stayed in their vaults that they would be kept safe. Still, the ongoing need for profit drove the creation of many inventions across the Commonwealth in the run-up to the Great War, and all sectors of the pre-War culture which can be found bear these marks.

BRAND IDENTITY

Many people before the War would ascribe to specific brands. Consciously or unconsciously, they would drink Nuka Cola, watch their favorite teams play baseball, purchase their favored food brands and interact with the world in a million ways which show how they are loyal to a specific brand.

After the Great War, some of that remained. With the proliferation of such identities across the U.S.A. it was inevitable that it would draw some people to such safe and secure symbols. Collectibles, uniforms, and tokens of brands have become symbols for people to rally around. The baseball-themed identity of Diamond City is the epitome of this in the Commonwealth, although plots involving people excited about other warped brand mythologies could inspire many stories.

HISTORY

Boston itself is inextricably linked to its history in the form of the War of Independence. Due to this, many locations are named, themed, or otherwise aligned with the American heroes of the conflict. These themes repeat in many plots across the wasteland. Both the Brotherhood of Steel as well as the Institute seek to take over the Commonwealth by invading obviously or acting behind the scenes, whereas the Minutemen protect the general citizenry from such forces. Repeating history by battling an occupying force would fit well in any game run in the Commonwealth and allow players to feel like they are doing their part to ensure a safe and independent future for the Commonwealth's people.

EMANCIPATION

While Boston was not heavily involved in the Civil War of America, the freedom of enslaved individuals is a strong theme for plots in the Commonwealth. In-fact, the underground slavery railroad of history did go through Boston itself, freeing slaves by secreting them to free states or Canada. Synths trying to escape from the Institute are aided to this day by a modern version of the Railroad. As such, many conflicts involving the freedom of those held in bondage would be ripe pickings for any gamemaster attempting to provide plots which will make the player characters feel like obvious heroes, although care should be taken to ensure players at the table are comfortable with plots involving slavery and metaphors for black history in their game.

POWER

The wasteland is dangerous. Creatures roam during day and night, people prey on those who have what they want, and even the water itself has radioactive particles that could kill anyone who drinks from unpurified sources. For this reason, any amount of power is something many people desperately cling to keep a sense of safety from such dangers. Raiders steal, settlers try to maintain a defensible and stable homestead, and just about everyone has a weapon of some kind. For this reason, many people search through the secrets of the wasteland to find things they can use to gain, secure, and keep such power. It would be correct to say that anyone who asks the wastelanders to search for something in the Commonwealth does so for their own, selfish reasons. Make sure it is clear what those reasons are and try to work out what would happen if such an individual lost that power, for they might then act in desperation instead of safety.

WASTELAND PLAYERS

Remember that all the above are not just relevant to plots created by the gamemaster. During character creation, try to discuss the themes and concepts available for players to play with. Many of them may wish to create a character who uses one or more of the above themes presented to make their character both unique and deeply rooted in the world of *Fallout*.

★ Chapter Nine ★

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Chapter Nine

GAMEMASTERING

MANAGING THE RULES

While the core rules for ***Fallout*: The Roleplaying Game** are covered in *Chapter 1: Core Rules* and Conflict in Chapter 2, knowing when to ask for skill tests and other dice rolls is always a judgement call for you as the gamemaster to make, based on your style of play. It may be clear from an already written or structured quest, but a player's choices may not present obvious choices or suggest which rules to implement. Always remember that the rules presented in this book are intended as guidance rather than hard and fast rules that must be followed, and it is always your decision, as the gamemaster, to bend, break, or even abandon certain rules depending on the situation. Playing role-playing games should always be fun, and if rules get in the way of that, you are at liberty to change them for your own ends.

The following advice should help you decide which situations tests are required and how to structure them, as presented in the rules chapters of this book.

SKILL TESTS

Any time there is doubt in the success of a character's actions, where failure or complications are interesting, or where the degree of success is important, you can use skill tests to resolve those actions. A test represents a single activity that attempts to overcome a problem or where there is some conflict. Tests should be actions attempted in one go, in a short amount of time: repairing a gun, healing an injury, scavenging through the floor of a ruined building, picking a lock, and so on.

TASK DIFFICULTY

When you ask a player to roll their d20 dice pool for a test, you set the difficulty: the number of successes they need to pass the test. The difficulty represents how challenging the test is, based on the circumstances of the scene. Things like hazardous environments, obscurity of information, unprepared characters, or a lack of appropriate tools can all increase the difficulty of tests.

Example Difficulty Increases

EXAMPLE SITUATION	DIFFICULTY INCREASE
Player character is suffering from starvation	+1 difficulty to Strength-based tests
Dim lighting or darkness	+1 difficulty to Perception-based tests
Player character lacks proper clothing	+1 difficulty to Endurance-based tests
Non-player character holds a grudge against the player character	+1 difficulty to Charisma-based tests
Knowledge is particularly complex or experimental	+1 difficulty to Intelligence-based tests
Player character is in the middle of a rad storm	+1 difficulty to Agility-based tests

There can be several circumstances affecting a skill test, and their compound impact on the difficulty could mean that your players are looking for 4, 5, or even more successes. But be careful starting an encounter with high difficulties, without it being an appropriate time in the quest. There is always the opportunity to increase difficulties as the action progresses, from variables such as complications and critical injuries. It may be that the players need key information or a specific outcome for the quest to progress, and you shouldn't keep that progress locked behind a skill test. You can allow players to succeed at cost, or even decide not to ask for a skill test at all.

Judging test difficulty can also be based on the mood of the group. Few groups enjoy constantly having to beat odds of four or five difficulty tests, while some revel in the chance of either emerging triumphant or receiving harsh consequences. They may also just be having a bad night with some unlucky rolls, and no one will think less of a gamemaster for allowing success, so the fun of the game continues.

DIFFICULTY ZERO TESTS

Difficulty 0 tests (p.15) are great to use when there isn't as much pressure on the characters, or if the task is trivial, but rather the quality of their success is what's important—measuring how well they succeed. If a task is difficulty 0, the players don't have to roll: they pass automatically with no risk of complications. However, because they do not make a roll, they can't spend or generate Action Points.

At your discretion, players can still choose to roll the dice against a difficulty of 0, and generate AP as normal; and because zero successes are needed, every success scored becomes a point of AP. But this comes with the normal risk of complications as well.

COMPLICATIONS

When a player rolls a 1 on a d20 they score two successes on that die instead of one, and that just counts towards the difficulty they're trying to equal or beat; but when a die rolls a 20, you have the power to introduce new circumstances to the quest that make things harder for the player characters from here on out.

You can use a complication to create an immediate problem for the character, related to the action the character has just attempted—something negative for the player characters involved. Complications increase the difficulty of related skill tests by 1, or to make it so that a related skill test is impossible. While hacking, the player characters could be locked out once they retrieve the information they need, or they could be disarmed in combat, dropping their melee weapon or gun. A complication from fixing up a leg could result in infection. All these examples are related to the skill test, but don't turn success into failure, they only complicate related tests going forward.

You don't have to tell the players what the complication is at first, just note it down to bring in later. If you can't think of anything, you can get 1 Action Point instead, to use later with your NPCs.

INCREASING THE COMPLICATION RANGE

When you want to make some actions riskier rather than more difficult, you can increase the range of d20 results that generate complications. You can increase the complication range from 1 to 5. For each increase in the complication range, a complication is generated on the listed d20 results in the complication ranges table.

Complication Ranges

COMPLICATION RANGE	COMPLICATIONS GENERATED ON A…
1	20
2	19–20
3	18–20
4	17–20
5	16–20

SUCCEEDING AT COST

As a way to continue the action after a failed roll, or when the basis of success is whether the player characters avoided any pitfalls while resolving their actions, you can offer your players to **succeed at cost**. Succeeding at cost means that the players get to turn a failed roll into a successful one, but in doing so they suffer a complication. It's their decision, but sometimes a necessary one.

Succeeding at cost is great when you want to measure the cost of success on a character—what they had to give up in order to accomplish their goal, or sacrificing equipment or supplies to complete their actions when their skill alone wasn't enough.

You might also decide that the cost is more than a single complication—that to succeed from a difficult test the player characters generate 2 or 3 complications. You should always be up front with them about what that cost is, and they always have the option to fail a test that could succeed at cost.

ACTION POINTS

Action Points (AP) are a tool for both you and the players at the table to succeed with style, and rewards rolling well. AP is a group pool that anyone can use and helps with group cohesion as one player's success can help another succeed.

Chapter 1: Core Rules lists the ways to spend AP, on page 18, but that shouldn't be a finite list. During play, someone might propose a way to use AP to improve their success or change the scene in some way, and providing it is in keeping with the tone of *Fallout* and makes sense you can allow it. You can encourage unique and creative AP spends if you want a narrative-led game, using them along with Luck as a story tool more than as a mechanical one for additional actions, larger dice pools, and more damage.

GETTING MORE ACTION POINTS

You generate more AP just like the players—when you roll more successes than you need on an NPC's skill test—but you can also gain AP when players are using the *Buying Dice Without Action Points* option. If players don't have enough AP to buy more d20s for their skill test, you can encourage them to generate for you Action Points for your pool instead. For each point they would want to spend, you instead add 1 point to your AP pool.

This Action Point exchange is key to the flow of the game, and you should encourage it as much as possible. By generating more AP, you can raise the stakes of your encounters, and it allows you to increase the difficulty, provide Complications, and provide a more challenging scene for your players.

You begin every quest with one Action Point for each player character who begins the quest. This allows you to have a pool of AP available at the beginning of the game.

Gamemaster Action Point Spends

- **Buy d20s (1–6 AP):** Buy bonus d20s for an NPC's test. The cost increases for each die purchased: the first die costs 1 AP, the second costs 2, and the third costs 3. No more than three bonus d20s may be rolled for a single test, including any d20s from perks or traits.
- **Take Additional Minor Action (1 AP):** Take 1 additional minor action in your NPC's turn. Each NPC can only take a total of 2 minor actions in their turn in a single round.
- **Take Additional Major Action (2 AP):** Take 1 additional major action on your NPC's turn. They can only take a total of two major actions on their turn in a single round.
- **Add Extra Damage (1-3 AP):** On a successful melee attack or thrown weapon attack you can spend AP to add 1 per AP spent, up to a maximum of +3 for 3 AP.

OPPOSED TESTS

Opposed tests resolve just like a normal skill test, except there is an active, opposite force working against the player characters. Both you and the players roll dice and compare successes.

Opposed tests should only be rolled for resistance by NPCs. Environmental factors like radiation and weather should only raise the difficulty of tests. An opposed test is a great opportunity for you to highlight important NPCs through dice rolls, as well as roleplay. You can showcase your main adversaries this way, and it's also a great opportunity to develop some additional AP if the NPC does particularly well. You should use opposed tests in moments of direct, non-life-threatening conflict or where both the player character and your NPC are working towards the same goal or resisting someone's efforts to complete theirs.

You should note the order to resolve opposed tests. Resolve your test first, buying any dice you want, and then generating successes; that way you provide a difficulty for the player's test. Then, they resolve their test as normal, comparing it to your difficulty. If they pass, then they complete their action against your NPC's efforts and generate AP if they scored any extra successes. If they failed, you could score AP based on the difference between the difficulty and their number of successes. There can't be a tie, because if the player rolling equals the difficulty you set with your roll, they win the opposed test.

SAFETY AND CONSENT

It is important for a gamemaster to understand that roleplaying can be a personal experience. Players who sit at your table do so while placing a lot of trust in you—trust that the story you create will be good, and that their personal boundaries will be respected. As a GM, it is your duty to ensure those playing with you feel safe and comfortable in their gaming experience.

HARD AND SOFT 'NO'S

A strong way to start your campaign from a safe place is to discuss the tone everyone wants from their game, agreeing the expectations of the game you want to run. Some players may want to delve into grittier, darker themes while others may prefer to lean into humor. Any option is okay, but what matters is the group knowing what they're in for. Be sure that everybody is happy before you go start playing.

Having a pre-game discussion about goals and expectations for the campaign, commonly referred to as '**session zero**' is also a good time to discuss with your players what they are happy with in terms of content, with a method called Lines and Veils. Simply ask your players if there are any situations that they would not want to see in the game, or any topics they don't like. If a player has a topic which is a 'hard no', that should never be come up in the game. Once you've talked, you'll know to avoid these subjects entirely.

Soft 'no's are subjects that players might be happy with but prefer not to engage with directly in the game—think of them being referred to or happening 'offscreen'. You should approach these subjects with considerable care and with attention to the players' consent, often only referencing them.

Be aware, however, that these can change over time, so always consider them subject to alteration at a later stage.

"But We Don't Need Safety Rules!"

You might think there is nothing objectionable in your game, but the *Fallout* series has dealt with a lot of difficult topics. Not just the empty vaults and grotesquely mutated creatures, but the themes around the world burned away by nuclear fire, leaving survivors with little trust, resources, or hope… Descriptions of graphic violence, common to the harsh world of the wasteland, can also be unnecessarily upsetting for some people.

And truth is, you don't know your player's inner lives. Half the time, your players may not know their reaction to something until it hits them. So, play on the side of caution—it's not the duty of your player to 'get over it' for the sake of the game continuing. Remember, everyone sat at your table is there to have fun. The amount of effort that is required to play safely is minimal and can avoid your campaign ending badly.

Session Zero

A "Session Zero" is a great way to start off your campaign or prepare for a short series or one-shot. In it, you can create characters, set your players' expectations for the game, and go through any content warnings or safety tools you want to use, and write any notes about how you might change your story a little with the characters all created.

You don't start playing your first quest in session zero, but you start planning and preparing for the game, and building hype for your first session.

If you're running your game at an event or convention, you may not have the time for a session zero. Therefore, it's important to place content warnings in the description of your game, listing them like a movie or TV show would. The *Fallout* series of videogames have a Mature ESRB rating, with warnings for blood and gore, intense violence, strong language, and the use of drugs, for example.

READING THE ROOM

If you are playing in person (as opposed to online) and are approaching a subject that might be difficult (like a 'veil'), it's important to slow the pace of your game so that you can get a good reading of how your players are feeling. If you are playing online, you can do the same via webcam or listening carefully to your audio stream.

There are many signs that a player might give which could indicate that they are not entirely comfortable with how a scene is progressing. These could include:

- Sitting back, as if trying to pull away
- Crossing their arms over their body
- Nervous laughter
- Prolonged silence
- Glancing to the side or away from the main group

If you notices these, pause and check in with your players—ask if they are happy to continue. If any of the players seem hesitant, you should stop. A player does not need to outwardly say that they are unhappy—people often feel put on the spot and may not answer honestly in the heat of the moment. If you're unsure, be cautious and keep checking in..

PRESSING PAUSE

The system is a combination of the Script Change safety tool, designed by Beau Jágr Sheldon, and the X-Card designed by John Stavropoulos. Place a small piece of paper with a 'pause' symbol onto the table, within easy reach of all the players. Anybody at the table (including yourself) can, at any time, pause the action by touching the card, or by simply saying 'pause'. A player may opt to do this if they do not feel comfortable, or simply need to gather their thoughts. You may pause the scene if you feel a player is not okay, or you need a second to plan or think something through.

This allows for everybody to take a breath, essentially a short break. When everybody is back at the table and are comfortable to continue, the group has the option to 'resume' from where they were, to 'fast-forward' past any uncomfortable content, or to 'rewind' to a point before such content occurred so that it can be altered or changed.

HANDLING DISCOMFORT

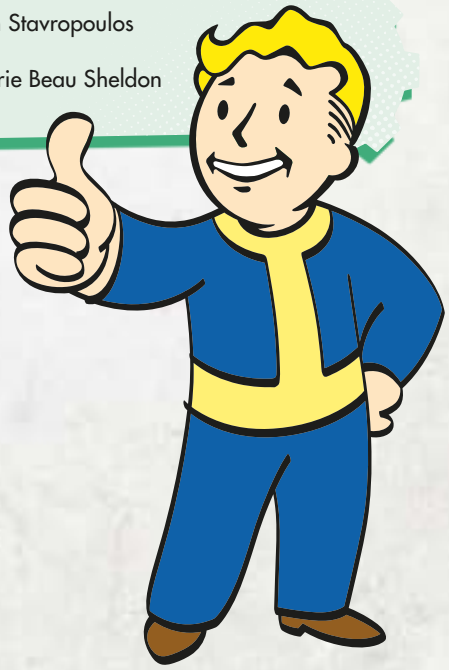
When a player signals that they are uncomfortable with a subject, some people at the table may be tempted to ask why or what it is about the content that the player found objectionable. This should be avoided—there is little enjoyment for someone who has come to a game night in being quizzed about their fears or phobias. Everyone at the table should strive to be respectful of their fellow players.

Sometimes somebody may discover that they are uncomfortable about something only when it first comes up and it's important to recognize this. A player may have stated that they are fine with intense violence, only to discover that those descriptions are uncomfortable for them. If this does occur mid-game, treat it as you would any other discomfort and adapt your game accordingly.

After the session, you should take a moment to touch base with your players to gauge if they are comfortable with your games, check if there are any issues, and above all if they're still having fun.

Recommended Safety Tools

- Session Zero
- Lines and Veils
- Content Warnings
- The X-Card by John Stavropoulos
- Script Change by Brie Beau Sheldon



THE FALLOUT EXPERIENCE

Daily life in the wasteland can be challenging, and it's unsurprising that many rarely ever leave the safety of their settlements. The wasteland itself includes numerous settlements, acting as bastions and fortifications against the ever-present threats that lurk in the wilds—radiation-infested animals, vengeful mutants, and frenzied raiders. Such settlements can come in a variety of sizes, from a small farmstead large enough for a single family to the grand scale of New Vegas.

When the bombs fell, the map of the United States changed forever. Many large cities ceased to exist, leaving behind only their bones in the form of crumbling buildings. Some settlers remain close to these ruins and have set up their homes there, often attempting to emulate the 'good old days'. Others, meanwhile, set out to forge their own homelands in the rural areas.

The wasteland is more than just a backdrop—it is a large part of the experience of what makes *Fallout* unique. The wasteland is as much a character as the players at your gaming table. Take a map of the pre-War United States and overlay it across the wasteland, and you can quickly see how sharply the bombs changed the face of the land. The important thing to remember, however, is that the War was not a force of nature—it was caused by the choices people made. Even two centuries on, it is still changed by the choices that are made. The most obvious example to this may be the potential for the town of Megaton to be eradicated or not, but the *Fallout* series is marked with many other choices that impact on the wasteland and those who live there.

When creating quests set in the *Fallout* world, you should consider more than simply where buildings are located and the irradiated creatures that dwell in them. Take the time to consider how the choices the player characters and your NPCs may have changed the landscape of the wasteland. Anything from long-abandoned dusty roads once used by traders, to a brand-new steel-plated fortress which seems to have been erected overnight, can tell a story that will doubtless catch your player's imagination.

While you are creating your ***Fallout*** games, take a moment to consider which region of the country your player characters are visiting. In *Fallout 4*, you explore what remains of Boston Public Gardens and see the ruins of Bunker Hill. For your game, consider which areas you want to show. Each one offers a sharply different atmosphere and style for your game. Have the skyscrapers and landmarks that are familiar to your players now been repurposed into makeshift bunkers? Have they been stripped of their guns and metal during decades of looting?

As well as constructions, the creatures of the wasteland can be more than simply wandering monsters. Their entire bodies have been altered, much like the landscape, by the radiation of the atomic detonations so many generations ago. Even so, they still operate much like real predators—they have territory to protect and need to hunt for food. As a GM, you can use this to create not only compelling quests, but impactful ones where your players' decisions will truly matter. Perhaps an area has become a bountiful feeding ground for mutant creatures, giant radscorpions and the like, and your PCs are sent out to determine what it is that draws them to this region. How, then, might such predators react if these feeding grounds become sparse? Might they attack outlying farms or junk traders, causing fear in the inhabitants of local settlements? Of course, the players might simply choose to exterminate such predators, but with such creatures gone, what else might move into that part of the wasteland?

THE VAULTS

The wasteland is dangerous, but it's rarely the rad rats that pose the biggest threat. More often than not, the most dangerous things you'll find are the other wastelanders. While most settlements are founded around a small community who strive to live together for mutual protection, others are a much crueler reflection of what humanity can be.

In many ways, the wasteland creates an open canvas for the people who live in it. With no central agreement on how society should be run, the inhabitants of the wasteland have chosen to create their own. The Vault-Tec vaults are a great example of this. Each of the vaults that dot the landscape have the potential to represent their own culture, entirely sealed off the outside world. Without the threat of external interference, Vault-Tec was able to create a controlled, limited system filled with viable test subjects. The *Fallout* series has more than a few examples of the grim fates that have befallen some of these vaults, ranging from subjecting their inhabitants to radiation leaks, psychotropic drugs, subliminal messages, or simply forcing the populace to work under the omnipresent eye of the overseer, as in Vault 101. Yet not all vaults were like this—some, like Vault 15's more cosmopolitan population, were able to thrive.

As a GM, you have the freedom to make any vault that you like. Don't think only about the type of mad experiments that could be conducted on a group of unwitting test subjects. Look, too, at different socio-political systems that Vault-Tec might want to explore. You may well be able to create your own vault that is just as memorable—and experimental—by combining disparate forms of government together, like a vault that operates on the principals of cyberocracy (ruled over by a computer in accordance with its programmed code), mixed with democratic or despotic elements as per your desire. And of course, no system is permanent, and a cunning GM could even establish a vault with a rotating political system such as those found in anarcho-syndicalism, or with a history of violent social revolution.

Outside of the vaults, there is nothing to stop those who live in the wasteland from bonding together into large groups. Some of these people form settlements, build walls or houses to keep the radiation-infected critters at bay, and otherwise try to live a peaceful life. Travel the wastelands long enough, and you'll run into many of these settlements, and they are all a little bit different. Some are happy to meet strangers. Some tend to see off new visitors with a resounding burst of rifle fire.

Eventually, the player characters are likely to come across people who are more than simply trying to eke out a living. It's almost impossible to travel too far without encountering at least a few members of the Brotherhood of Steel—their bases are found all over the wasteland. Members of the Children of the Atom, meanwhile, travel from settlement to settlement forming churches and spreading the word. Others, meanwhile, are a little less amicable; raiders tend to be opportunistic, eager to grab onto any scraps of territory that they can and defend them to the last. Each of these groups offer the PCs a different kind of experience or risk, and with that a vastly different type of quest that might be involve dealing with them!

When you create missions that relate to the factions, take some time to consider the wants and philosophies of the faction that the PCs are dealing with. Whilst the Brotherhood of Steel may be infamous for carrying devastating weapons and wearing Power Armor, they also possess a very different mindset than the members of the Railroad. Consider the type of story you want your quest to convey—this will sharply impact the tone of your adventures. This could be as straightforward as "kill everyone that you find," "harm nobody and make sure that nobody sees you," or "don't kill anyone, hurt them if you must, but make sure they remember who we are and not to mess with us!" Take the time to consider how you would like this to play in your quests and discuss this with your players before beginning the session.

CHOICES MATTER

One of the best things about roleplaying games are the decisions your players make and their impact on the fictional world. If the choices your PCs have made bring them to a place where they are considered enemies of the Enclave, who is to say that there is no way back? Perhaps the party is offered a chance to earn their way into the good graces of its directors—although the risk would doubtless be high.

The higher the stakes, the greater the risk and the more bountiful the reward. As the GM, you have free reign to propose some very hard choices to your players, in the form of quest decisions, often with no perfect solution. Do they, for instance, risk making an enemy of the Institute even if working with the Railroad is the right thing to do?

And of course, not all groups in the wasteland will want to be friends in the first place. Some are more than content to take what they can and leave others laying in the dust. That can be a shame, sure, but there was no guarantee of safety outside of the vaults (or in them, for that matter).

DARK HUMOR

It's part of human nature to find humor in dark situations, and the potential end of all life as we know it is about as dark as it comes. The *Fallout* series is full of humorous moments, be it the occasional wry and deadpan quips of an otherwise bubbly and cheerful Mister Handy, or the tragic tale of the sole inhabitant of Vault 77 and his crate of puppets.

To create the perfect *Fallout* atmosphere, you can incorporate a little bit of gallows humor now and then. The best way to make your humor poignant is to feature it rarely—doing so makes those little moments all the more memorable. In addition, try not to belabor them with excessive signposting—if your players get the joke they will appreciate it, and if they don't, pointing it out to them repeatedly is just as sure a way to kill a joke as explaining it.

The humor in *Fallout* tends to be observational. You won't find too much in the way of slapstick unless it's something that someone has brought on by themselves or as some form of karmic justice. A haughty, self-aggrandizing raider who decides to prove his bravery by trudging off alone to kill a powerful and heavily-armored super mutant, only to wind up being eaten, is a far sharper observation on human arrogance than it would be if the super mutant simply ate an unarmed civilian. When you are dealing with the grim fates that befall people, it is always better to 'punch up'.

Similarly, you can use the humor of *Fallout* to drive home a few points about our own society's quirks and foibles. There is a reason that advertising for Nuka-Cola is plastered over every scorched and decaying ad board throughout the wastelands—people manufactured it in such great quantities before the war, and advertising was an ever-present constant in everyone's daily life. This is a rather pointed comment on how heavily reliant businesses are on advertising in the post-War capitalist society—after all, the best humor has something to say. It's little wonder, then, that so many factions in the wasteland yearn after the bygone days. As a GM, ask yourself what else might have survived the bombs, and what it might say about ourselves.

QUESTS AND CAMPAIGNS

Creating quests for your eager wanderers might seem like an intimidating challenge at first. Players are always looking for interesting things to do, and their characters are constantly working to survive. As the gamemaster, your job is to make sure that there is always a job to be done, a mission to sign up for, and a rampaging ghoul swarm to run away from. That can seem like a big job, but it's actually surprisingly easy to do!

Once you have an idea for a quest for your players, you can break it down into easily manageable steps. So long as you stick to the structure, you can't possibly go wrong! Ideally, each quest that your party undertake should last between 3 and 5 hours, and typically comprise one session of play. So, one quest might be anything from 'escape from Vault 101', to 'kill the slavers that are holed up in the Super Duper Mart' or 'deliver the tribute to the raider's leader'. Although you don't strictly need to finish these quests in one evening, it makes it a whole lot easier and more manageable for you if you structure it like that.

On the other hand, you might already have a huge idea for a large campaign, but even these are comprised of a series of smaller steps. The best way to think about this is to remember your experience in any one of the *Fallout* games. Each one has a main quest, comprised of smaller steps. Each of these quests are much like the ones that you wind up doing for the various inhabitants of the wastelands, but they are all linked and build to a larger story. As a GM, you might have an idea for a main quest of your own. It's important to remember to take your time with it and you let your campaign unfold across a number of smaller quests, much like the ones in a traditional *Fallout* video game.

QUEST DESIGN

We'll discuss campaigns soon, but for now let's look at how to design your own ***Fallout*** quests. The details of a quest can be almost infinite, but they can be placed into several broad categories.

KILLING SOMETHING

PCs can be asked to kill someone or something, or several things. The wasteland is a deadly place and life can be very cheap—but not so cheap that the right person can't earn a good living. Almost every ***Fallout*** session includes some combat, so this may be a good choice if you are finding your feet. Some quests in this category might be:

- Take out the leader of a nearby raider gang along with his entire gang.
- Wipe out the super mutants posturing around Boston Common.
- Covertly take out a scheming a Brotherhood of Steel paladin's political rival.
- Clear out the stingwing swarm so that the traders can move through the highway.

FETCH SOMETHING

PCs can be asked to sneak or storm their way into a location to recover an item, person, or information. The more interesting and unusual you can make the source of the quest, the better. You can also make this more interesting by placing the source of the quest in an unusual or challenging area. This could be anything like the following:

- Head into an abandoned vault to find a runaway child.
- Slip into a violent warzone to steal information on the Minutemen's enemies.
- Download information from the Institute database.
- Find the code for the overseer's door before the chamber fills with poisoned gas.

SPEAK WITH SOMEONE

Player characters can be asked to meet with another NPC and speak to them, learn something from them, ask them to do something, or any other form of social interaction. Think about how many quests in the *Fallout* series can be boiled down to a simple 'talk to that person'—often easier than it sounds…

- Convince your mortal enemy to join forces to repel the raider assault.
- Plead your case to Desdemona as to why you didn't really betray the Railroad.
- Threaten the leader of the Boomer's gang into backing down.
- Convince the eager scientist into giving you his research instead of selling it.

ACHIEVE A TASK

PCs can be asked to repair some machinery, take the radiation readings of an area, build a small outpost, or try and achieve another task. This is the broadest of all of the types of quest, and can cover for a wide array of options, such as the following:

- Repair a sentry bot to keep the public library safe.
- Defuse—or detonate—an unexploded nuke that was found in the tunnels.
- Check an abandoned mine is safe for the Brotherhood to use.
- Climb to the top of the monument and launch a flair to signal the start of the attack.

Now for the real fun! For the best effect, you can combine any of the previous groups. For example, the PCs may be asked to recover a hostage from a raider base, kill their leader, and blow up the disused circus that they were using as a base. Or perhaps they've been paid by the Institute to sneak into the Brotherhood of Steel's camp and steal some data about the strange lights in the sky above Nevada. For now, don't try to make it too complicated—just set a single goal for the PCs to achieve.

RECEIVING A QUEST

There are many ways for people who are looking to earn some quick caps to find work in the wasteland, and there are a multitude of ways for the GM to provide them. Spend a little bit of time considering where the PCs will be getting their quest from—as obvious as it sounds, your PCs won't have any idea that there is a quest to go on if they don't receive it from someone.

Your PCs might find the quest listed on a bulletin board in a quiet settlement or pick up an old radio signal, or it could simply be a case of stumbling upon a holotape asking them for assistance. While these are good ways to present your party with a quest (especially if you want to limit how much information they have about the specific details of their mission), getting hired in person has a far more human (or ghoulish) touch.

Your quest-giver can be anyone: a bartender at a local booze shack, a vault-dweller in need of desperate assistance, an elder of the Brotherhood of Steel, or one of Caesar's decanus holding a .44 magnum to your head…

When you are creating your NPC to act as a quest-giver, try to think through the following:

- What does the NPC want? Aside from giving the PCs a quest to go on, that is. Do they want to go up in their faction's respective ranks? Or are they driven by the urge to wipe out all mutants from the wastelands? If the NPC has their own goals, they will feel more rounded and believable for the players.
- Why are they not doing this job themselves? You may find at least one player asks this; try to have a useful answer at hand. It could be as simple as being too busy, not being physically up for the endurance required for the job, or requiring the discretion that comes with plausible deniability.
- What is the reward? While the rewards are given out at the end of the mission rather than at the start, you'll often find that it's important to 'bait the hook' for your players at the start.
- Does the NPC have any distinctive mannerisms or phrases that they tend to use a lot? Employing some of these when portraying this character can make them memorable for the players.

If you ever find any of your players asking "What's my motivation here?" or saying "I don't think that my character would care about that", it often means that they don't find that the rewards that the quest-giver is offering doesn't appeal to them. That's fine—after all, you won't find the same bait appealing to every fish. If you ever find this happening, invite the player to invent a motive or a reason that their character would want to take the mission. You shouldn't allow this to be a way to hike how many caps or XP you offer, but use it as an open way for your players to invent more motive and backstory for their character or get an understanding of the kind of quests they want. Perhaps they have an unsettled grudge that completing this quest would put to rest? Opening this up to your players allows them to have more agency and control of their character, and that's always a good thing.

ON THE ROAD

Most of the quests that your PCs will be sent on will involve trekking through the barren landscape of the post-atomic wasteland—after all, there wouldn't be much need for their quest-giver to pay them simply to do things around town.

The journey across the wasteland is part of the risk that the PCs accept when they undertake a quest, and the reward that they receive should account for the potential dangers. If the PCs aren't given their appropriate hazard pay, then they'll likely start looking for alternative employment elsewhere—perhaps with an opposing faction!

The journey itself is an integral part of any quest. Pick up any classic tale of heroes and you'll find moments where travel plays an important role. This is, in essence, an allegory for exploring the dangerous mysteries of the unknown. Few experiences come from playing it safe, after all. The post-atomic apocalypse is an interpretation of that unknown, and one that still has elements of familiarity to it.

In the wasteland, it's important to ensure that your PCs have everything that they need before they head out into potential dangers. Some surprises are certainly nice, like finding that the vault they've been sent to chart out has been infested with ghouls. Others, like discovering that the entire vault has been flooded with radiation, can be a far larger hurdle for the players to cross. Make sure that your players have enough information to make an informed choice as to what they might need to pack for their journey; you don't need to give them a full list but play it fair. If the result of not having the equipment they would need to get to the quest location would be for them to trudge back to their home base in defeat, consider changing the risks.

So, as well as ample bandages, climbing rope, Rad-X, and clean drinking water the PCs will also be wise to stock up on bullets. The wasteland is home to many all kinds of people and dangerous mutated creatures. If you're in a rush, you can use *Random Encounters* (p.308) to quickly determine what your players encounter on their trek. Alternatively, you can invent

your own encounters along the way. When doing so, consider the landscape. Humans and ghouls tend to prefer to group around places where shelter is easier to come by, while animals are better suited to the wilderness and their own territories. For a good rule of thumb, consider animal habitats—your party is almost certainly going to be crossing through someone's claimed territory. What type of animal might lay claim to this habitat, and why?

DOING STUFF

Think of every mission that your characters go on like a bank heist. While the details of their quest might be different, the analogy is the same; if you want to break into a bank, there are multiple ways to plan it. One character might choose to run in screaming and guns blazing. Another character might opt to try to charm their way past the teller. Another might plug into the bank's computers and hack her way in.

The challenge isn't trying to guess what your players will do, but to remain flexible. When your players throw something at you that you had never anticipated, don't worry, that's your chance to create something new and interesting. If you find yourself paralyzed by indecision, take a few moments. Remember that you're in full control of the world, and that the most important thing is to make sure that your players have fun!

One of the best tools you have is the ability to throw a twist at your players. No heist ever goes the same, and no plan is without a random element. A twist can always be the moment when the real challenge begins! It might be the raiders your PCs have been sent to drive off are more heavily armed than expected, or the raiders are currently fighting off a bunch of super mutants who are just as hungry for the player characters as they are for the raiders. It might even be that the leader of the raiders isn't interested in killing the PCs but has a better offer for them.

Any number of moments can 'go wrong' in such a quest, and this is a great chance for your players to think on their feet. Just remember that, as a GM, you are trying to give your players an exciting and memorable experience—not catch them out by throwing too much at them or trying to win. A good twist should be fair and manageable but challenge your players.

Some options for potential twists include:

- The base you were asked to sneak into is under heavy fire from raiders.
- The Railroad has a spy on the inside, and nobody knows who it is.
- The leader of the raider gang you were to bargain with has already made a deal with your rivals.
- The swarm of radroaches you were sent to kill are fleeing from a deathclaw.
- The guards that were described in the job offer are powerful synths.
- Everybody that you were sent out to kill is already dead, and now the assassin is after you.

THE BIG DECISION

The biggest moment in any quest is not actually the final confrontation with the baseball bat-swinging super mutant; it's trying to decide how, and what that'll mean once the quest is complete. Choice is one of the most important elements in any *Fallout* game. One of the biggest challenges that any GM will face is creating a compelling and interesting moral dilemma for the player characters. Often these will be as memorable, if not more, than a climactic boss fight.

Sometimes you'll know exactly what the impact of your decision will be, and sometimes it is far harder to tell—hindsight is always twenty-twenty. When taking part in a roleplaying game, you should favor the former. Make it clear through the story what the stakes are so that your players can make an informed choice.

It is generally best to give the players at least two choices; quests that play a more important part of a campaign may have more, however. Most importantly,

make sure the choices you present to your players directly connect to the rewards that the PCs stand to gain. Nobody likes having to make decisions where one or more of the possible outcomes include no significant rewards.

Some possible big decisions that you might use in your quests are as follow:

- Do we let the repentant raider go free if they promise to behave, or do we kill them?
- Honor our word to the Brotherhood of Steel by turning in the synth refugees, or take them to the Railroad?
- Do we plant the explosives to take out the bad guys, even though it will hurt the civilians too?
- Do we hand over the data to the Minutemen, or sell it to the Institute for a huge profit?

BAGFUL OF CAPS

After you have completed the quest, take some time to let your PCs report back on their success (or failure if things have gone badly). The debriefing is an important scene, as it allows the characters to hammer out any important details with the NPC and gives the players a sense of closure to their quest. Allow the NPC to ask questions to the PCs about how the quest went, and let the players ask any lingering questions that they might have about the story.

Giving the PCs their rewards signal the end of the quest, and it's typical at this moment for the players to update their sheets with any new inventory items and experience—possibly gaining a level and improving their abilities. You should encourage the players to reserve any further character actions for downtime between the quests at this point but do field questions about the rewards that are given. The rewards that PCs can earn from quests come in four varieties:

- **Caps:** Most jobs pay, and mostly in caps. In general, each quest should reward between 10 to 25 caps per player character. Most of the caps the PCs earn will be spent on consumables like ammo, food, and medical supplies. If your PCs are struggling to afford enough bullets to get through their missions, consider increasing the number of caps you give them, or adding gear to their reward.
- **XP:** Experience Points lets your players increase their characters' levels, and lets you pit them against harder enemies and tougher challenges. Every single quest should reward XP and you can change the amount of XP gained in campaign in order to either slow down the levelling process (to give a longer campaign) or speed it up (to allow the PCs to get to higher levels faster). Because doing so impacts on the game for all players present, every single player at the table must be in consensus if they wish to use either faster or slower progression before the first session of the campaign begins. Use the *Experience Point Rewards* table to determine how much to reward.
- **Gear:** If you are running a campaign, gear and weapons as a reward may be a great option. The best type of gear to give out is always going to be weapons or armor—a combat helmet, combat shotgun, and a 10mm pistol is a solid gear reward for a group of low-level players while plasma rifles, grenades, and Power Armor pieces work well for higher levels. But don't give gear rewards out after every mission, think of this reward like a level-up mechanic, a way for the PCs' gear to stay competitive with their increase in level. Try not to favor any particular PC at the table either—rotate the kind of items you give out to make them useful for each of the PC's abilities.
- **Reputation:** Word gets around about your PCs deeds. When your PCs undertake a quest and make a choice which is beneficial to a faction, the character as a whole can gain reputation with that faction, as described in the Gamemaster's Toolkit. Each player character may not gain reputation with every faction at the same time. Often, the choices they make in a quest will favor one faction over another. This reward may help the PCs in eventually raising their profile with a particular faction, helping them to move up the hierarchy, or it may simply be that the other NPCs recognize and remember the PCs for the work that they have done.

EXPERIENCE POINT REWARDS

Minor and Major Quest Rewards per Level

LEVEL	MINOR QUEST	MAJOR QUEST
1	20	40
2	60	120
3	120	240
4	200	400
5	300	600
6	420	840
7	560	1120
8	720	1440
9	900	1800
10	1100	2200
11	1320	1640
12	1560	3120
13	1820	3640
14	2100	4200
15	2400	4800
16	2720	5440
17	3060	6120
18	3420	6840
19	3800	7600
20	4200	8400
21+	+Level x20	+Level x40

You should judge the level of the quest, based on the level of the NPCs involved. This level can also be used, in conjunction with the loot tables (p.200), to help determine any gear rewards.

- **Minor Quests** are any quest which takes one or two game sessions (typically 3-4 hours each) to complete.
- **Major Quests** are any quest which takes 3-5 game sessions to complete.

In addition, you can offer small rewards for overcoming some tougher obstacles and other challenges outside of combat. NPCs already grant an XP reward when defeated or overcome, based on their level and the type of NPC they are (p.334), but other challenges can receive the following XP rewards based on their level and the difficulty of the skill test beaten.

Skill Difficulty Rewards per Level

LEVEL	DIFFICULTY 3	DIFFICULTY 4	DIFFICULTY 5
1	5	10	15
2	8	17	25
3	12	24	36
4	15	31	45
5	19	38	57
6	22	45	67
7	26	52	78
8	30	60	90
9	33	67	100
10	37	74	111
11	40	81	121
12	44	88	132
13	47	95	142
14	51	102	153
15	54	109	163
16	58	116	174
17	61	123	184
18	65	130	195
19	68	137	205
20	72	144	216
21+	+4 per level	+7 per level	+11 per level

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DENIZENS OF THE WASTELAND

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Chapter Ten

DENIZENS OF THE WASTELAND

This chapter contains all the rules for using non-player characters and other creatures. Make sure you know how to use these helpful allies and deadly adversaries to bring the wasteland to life!

TYPES OF NPC

A non-player character—normally abbreviated to NPC—is any character controlled by you, the gamemaster. You decide on an NPC's motives, their nature, and the actions they take. There are two main categories of NPC: **creatures** and **characters**.

A **creature** is a simpler kind of NPC, normally used to represent mutated animals, feral creatures, and similar bestial foes. Everything from mole rats and radroaches to feral ghouls and deathclaws are creatures. Creatures use a simplified set of statistics.

A **character** is an intelligent being, little different from a player character. They have a full set of S.P.E.C.I.A.L. attributes and derived statistics.

LEVEL

Like player characters, all NPCs have a **level**. This is a rough indicator of how hardy and dangerous a creature or character is overall, and how much of a challenge they are to overcome.

TYPE

All NPCs fall into one of several categories:

- **Normal** NPCs are the default, following the normal rules as laid out in this chapter.
- **Mighty** creatures are more potent versions of a common type of creature, which are more dangerous than their level alone would indicate. They're somewhat rare, and they tend to be encountered as leaders if that type of creature is found in groups.
- **Legendary** creatures are strange, mutated versions of common creatures, which adapt quickly when hurt. They're exceedingly rare and tend to be much more potent than other creatures of their level.
- **Notable** characters are significant individuals, often the leaders of small groups of survivors or raiders, or the lieutenants to a more powerful leader in large groups. They tend to have better skills and better gear than others of their level, and often a special rule or two.
- **Major** characters are the most important and influential people in the wastelands, with control over large groups of people or even major factions. They have better attributes and skills than others of their level and keep the best items for themselves. Major characters are always unique individuals with their own specific names and capabilities, comparable to player characters in many ways.

KEYWORDS

NPCs often have an additional keyword or two that notes something specific about them. This has no direct effect on the rules, but other rules may refer to these keywords, and they can serve as a useful reminder of an NPC's underlying nature or allegiance. Common keywords include:

- Human
- Raider
- Brotherhood
- Ghoul
- Super Mutant
- Robot
- Mutated
- Mammal
- Lizard
- Insect

NPC REACTIONS

When you encounter an NPC, they relate to you in one of three ways:

- **Allies** are friendly and try to help the PCs, even in dangerous situations if they think they can be of assistance. When allied NPCs generate extra AP in combat, it gets added to the group pool. Allies may seek out the PCs to ask them for help.
- **Enemies** are hostile and seek to hinder or hurt you. This may normally result in a fight, but some foes might try to cause you problems in other ways.
- **Bystanders** don't really know or care about you one way or another. They may be willing to trade with the PCs or help out in some (non-violent) ways if there's something in it for them, but they won't go out of their way to help or hinder the PCs otherwise. They may also approach the PCs asking for help, offering a reward in exchange; this is often a way to turn bystanders into allies.

DEFEATING OR OVERCOMING NPCS

Enemy NPCs reduced to 0 health points are dead unless the attacker chooses otherwise. Major characters start dying in the same way as PCs, and you must start making **END + Survival** tests as described on page 32.

Enemy NPCs are overcome if the threat they pose is conclusively avoided, such as sneaking past a group of foes to get at what they're guarding (and getting back out again) or persuading them not to fight. Enemies are not overcome if the PCs only avoid them for a short time—sneaking past a Mister Gutsy on guard duty doesn't earn any XP if it catches the PCs later.

When an Enemy NPC is defeated or overcome, each PC receives the total XP for the scene based on the combined XP values of the NPCs present.

The experience an NPC grants is determined by the NPC's level and type, as detailed in the XP by NPC Level table.

- **Mighty** creatures are worth double the amount of XP for their level.
- **Legendary** creatures are worth triple the amount of XP for their level.
- **Notable** characters are worth double the amount of XP for their level.
- **Major** characters are worth triple the amount of XP for their level.

XP By NPC Level

NPC LEVEL	XP (NORMAL)	XP (MIGHTY / NOTABLE)	XP (LEGENDARY / MAJOR)
1	10	20	30
2	17	34	51
3	24	48	72
4	31	62	93
5	38	76	114
6	45	90	135
7	52	104	156
8	60	120	180
9	67	134	201
10	74	148	222
11	81	162	243
12	88	176	264
13	95	190	185
14	102	204	306
15	109	218	327
16	116	232	348
17	123	246	369
18	130	260	390
19	137	274	411
20	144	288	432
21+	+7 per level above 20	+14 per level above 20	+21 per level above 20

OTHER REWARDS

When an NPC is killed, their killers often take their belongings for themselves.

Most NPCs list an inventory describing the items they are carrying. These items can be taken by any would-be looters, but an NPC may have other items on their possession beyond those listed:

- **Ammo:** for an NPC using a ranged weapon, look up the type of ammunition which that weapon used, and generate a quantity of that ammunition using the loot table on p.200.
- **Butchery:** Animal NPCs can often be butchered, taking their meat and sometimes other useful parts to use later. This is noted in the NPC's description.
- **Caps:** determine how wealthy the NPC is (normally a rating from 1-5, but sometimes higher for cash-rich NPCs), and roll that many d20s. The NPC has that many caps on their person. Sometimes this may be in the form of a different currency, such as pre-War money.
- **Chems and Consumables:** Any chems or consumables the NPC did not use during the scene are present and can be taken.
- **Junk:** Some NPCs carry one or two miscellaneous items they've found or scavenged. For each NPC, roll 1, or 2 for particularly prolific scavengers; for each Effect rolled, choose some junk with a rarity defendant on the type of NPC.
- **Salvage:** Robot NPCs often contain items such as circuit boards and raw materials which can be salvaged from their broken remains. This is noted in the NPC's description.

NPCs who have been avoided or defeated without killing them cannot be looted in this way. NPCs whom the PCs have helped often reward them with caps or items (or both) for their assistance.

Grouped NPCs

NPCs can act in groups if you find it easier to manage at your table. A group consists of 2-5 identical creatures or characters, who take a single combined turn during a conflict or otherwise attempt a skill test together.

When a group attempts a test, a single NPC within the group attempts the test, and each other NPC in the group assists that leader (see p.16). As the dice gained as part of acting as a group are a form of assistance, they do not count towards the normal limits on buying bonus d20s with Action Points.

- **Making an Attack:** When you attack with a group, add +1 to your damage roll for each NPC in the group beyond the first.
- **Being Targeted:** When they are attacked, NPCs within the group are targeted and take damage and injuries individually.
- **Defeat:** When a creature in the group has been reduced to 0 health points, they are defeated, but any remaining damage from the attack is lost—extra damage isn't carried over to other NPCs in the group.

CREATURES

A creature has a small number of abilities used to define their skill tests, attacks, and other functions.

- **Level and Type:** A listing of the creature's level, and its Type. This will also list the amount of XP the creature is worth when defeated or overcome.
- **Keywords:** This is a listing of any keywords that describe the creature.
- **Body:** This is a number between 4 and 12, used in place of any S.P.E.C.I.A.L. attributes for physical skill tests: typically, those using STR, END, or AGI.
- **Mind:** This is a number between 4 and 12, used in place of any S.P.E.C.I.A.L. attributes for mental skill tests: typically, those using PER, CHA, or INT.
  - A **Normal** creature's total Body and Mind scores should add up to 8 plus half the creature's Level (rounding up), but neither score can be below 4. **Mighty** creatures add +2 to either Body or Mind. **Legendary** creatures add +2 to both.
- **Skills:** Creatures have three skills: Melee, Guns, and Other. Melee and Guns (if present) are always regarded as Tag Skills.
  - **Melee** is for all unarmed and melee attacks. All creatures have this.
  - **Guns** is for all attacks with firearms, energy weapons, explosives, and throwing weapons. If a creature has a Guns rating of –, it cannot make ranged attacks at all.
  - **Other** is for any other required skill tests.
- **Defense:** The difficulty of attacks made against the creature. This will normally be 1, but some creatures are especially tricky to hit.
- **Initiative:** A creature's Initiative score. It is equal to the creature's Body plus its Mind.
- **Health points:** A creature's health points are based on its level, modified by the Type of the creature, and certain other factors (such as the Big or Little special abilities). A creature's base health points are its Body score plus the creature's Level.
  - A Mighty creature has twice as many base health points as a normal creature of its Level. This is applied after all other modifiers.
  - A **Legendary** creature has three times as many base health points as a normal creature of its Level. This is applied after all other modifiers.
- **Damage Resistances:** Just as with a player character, a creature's damage resistances reduce damage suffered before decreasing health points. Creatures tend to have damage resistances from tough hides, scales, chitinous carapaces, or similar, rather than armor, but it functions in the same way. In most cases, these values will be the same for all locations, but some creatures may have different damage resistances by location, which is noted in their entry.
- **Attacks:** The methods the creature can use to attack in combat. Each attack lists the test's target number (TN), damage, damage type, damage effects, and any qualities that apply to its weapons.
  - Attacks using ranged weapons from creatures do not require tracking ammunition.
- **Special Abilities:** Any special abilities the creature possesses, or unique actions the creature can take.
- **Inventory:** A listing of the equipment and other items the creature is carrying.

NPCs and Ammunition

When making a ranged attack for an NPC, you do not have to track how much ammunition the NPC is using. Indeed, you don't even determine how much ammo an NPC is carrying until they're dead and being looted, and even that only determines how much ammunition they had *left* when they died.

However, an NPC cannot spend ammunition to increase the attack's damage, and they do not benefit from the Burst damage effect.

Once, during each combat, an NPC may "let rip" when making a ranged attack. For that attack only, they gain bonus equal to the weapon's Fire Rate (or twice the weapon's Fire Rate, if attacking with a Gatling weapon), and may use the Burst damage effect freely (ignoring the normal ammunition cost).

Some NPCs may, due to special rules, "let rip" more than once during a combat.

CHARACTERS

A character has a small number of abilities used to define their skill tests, attacks, and other functions.

- **Level and Type:** A listing of the character's level, and its Type. This will also list the amount of XP the character is worth when defeated or overcome.
- **Keywords:** This is a listing of any keywords that describe the character.
- **S.P.E.C.I.A.L. Attributes:** Characters have the full range of S.P.E.C.I.A.L. attributes, with each attribute rated from 4-10.
  - A **Normal** character's S.P.E.C.I.A.L. attributes added together total 35 plus half the character's Level (rounded up). Normal characters do not have Luck points.
  - A **Notable** character's S.P.E.C.I.A.L. attributes added together total 42 plus half the character's Level (rounded up). A Notable character has Luck points equal to half their LCK, rounding up.
  - A **Major** character's S.P.E.C.I.A.L. attributes added together total 49 plus half the character's Level (rounded up). A Major character has Luck points equal to their **LCK**.
- **Skills:** Character NPCs have skills exactly as player characters do, with each skill rated from 0 to 5.
  - A **Normal** character has 2 Tag Skills, both rated at 2. Then, they receive a number of extra skill points equal to their INT plus their level.
  - A **Notable** character has 3 Tag Skills, rated at 2. Then, they receive a number of extra skill points equal to their INT plus their level.
  - A **Major** character has 4 Tag Skills, rated at 2. Then, they receive a number of extra skill points equal to their **INT** plus their level.
- **Derived Statistics:** A character's Defense, Initiative, Melee Damage, and Carry Weight are determined in the same way as for player characters (see p.47).
  - A **Notable** character adds +2 to their Initiative.
  - A **Major** character adds +4 to their Initiative.
- **Health points:** A character's health points are equal to their END score plus their Level.
  - A **Notable** character has additional HP equal to their LCK.
  - A **Major** character has additional HP equal to twice their **LCK**.

- **Damage Resistances:** Just as with a player character, a character's damage resistances reduce damage suffered before decreasing health points. In most cases, these values will be the same for all locations, but some creatures may have different damage resistances by location, which is noted in their entry.
- **Attacks:** The methods the character can use to attack in combat. Each attack lists the test's target number (TN), damage, damage type, damage effects, and any qualities that apply to its weapons, as well as range and Fire Rate if it is a ranged attack.
  - Attacks using ranged weapons from NPCs do not require tracking ammunition.
- **Special Abilities:** Any special abilities the character possesses, or unique actions the character can take. This can include copies of perks available to player characters (p.59).
- **Inventory:** A listing of the equipment and other items the character is carrying.

Followers and Companions

If you have allied NPCs alongside the player characters, such as from the Dogmeat perk, the players can command them in combat. NPCs under a PC's command have only a limited range of actions they can take, and they follow a few basic rules.

- An allied NPC does not use their own Initiative score; rather, they act immediately before or after the PC that controls them.
- They automatically perform any minor actions needed to keep up with the player character that commands them, or to follow an order issued. Action Points do not need to be spent for the NPC to perform these minor actions.
- An NPC may not take any major action other than Assist without being commanded to do so. Commanding an NPC to take a major action is itself a major action.

Leveling Up NPCs

The wasteland is a wild and varied place, and it isn't unusual to encounter versions of commonly encountered creatures and NPCs who are somewhat tougher and deadlier than usual.

When increasing the level of an NPC, perform the following steps:

- Increase the NPC's attributes. Add +1 to one of the NPC's attributes for every odd-numbered level it gains, and adjust derived stats like melee damage, HP, and carry weight accordingly.
- For characters, add +1 to one of their skills for each level gained.
- Add +1 Health Point for each level the NPC gains. This is adjusted if the NPC has the Big or Little special abilities.
- For creatures, add +1 to the damage of one attack the creature makes for every 2 levels it gains.
- For characters, for every 2 levels the character gains, replace one weapon they wield and replace it with one of a higher rarity than the weapon being replaced. Alternatively, you may apply a mod to the weapon.
- For creatures, add +1 to one type of damage resistance on all locations for every 2 levels it gains.
- For characters, for every 2 levels they gain, you may replace one item of armor or clothing with one of a higher rarity than the one being replaced. Alternatively, you may apply a mod to a piece of armor.
- For characters, add +1 to their Wealth for every 3 levels gained.

ANIMALS AND INSECTS

The wasteland is full of mutated creatures. Some retain more of their pre-War era characteristics, even remaining docile and friendly towards humans. Others however were made more feral, rabid, and dangerous, evolving into even more deadly beasts that pose a threat to the naive travelers and seasoned mercenary alike.

BLOODBUG

Level 5, Mutated Insect, Normal Creature (38 XP)

A form of mutated mosquito, bloodbugs can be encountered in swarms wherever there is stagnant water and carrion. Fully grown, their dark reddish-brown bodies reach nearly two feet in length and their razor-sharp proboscis is capable of puncturing though some types of armor. Bloodbugs typically spit irradiated blood to blind their victims before puncturing the disorientated creature with their proboscis to feed on their blood. Brahmin and other domestic creatures often fall prey to these bugs, as well as unwary travelers who underestimate the deadly nature of a swarm.

BODY	MIND	MELEE	GUNS	OTHER
6	5	1	—	2

HP	INITIATIVE	DEFENSE
9	11	2

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
0	0	Immune	Immune

ATTACKS

- **PROBOSCIS: BODY + Melee** (TN 9), 5 Physical damage

SPECIAL ABILITIES

- **FLYING:** Bloodbugs can move freely through the air. They ignore most ground-level obstacles and difficult terrain effects, and they can move through "empty" zones above the battlefield if desired. It must spend at least one minor action each turn moving, and if it is knocked prone it falls to the ground, suffering 3 Stun physical damage, +2 for each zone above ground level it was before it fell.
- **LITTLE:** Bloodbugs are smaller than most characters. The creature's normal HP decreases to Body + ½ level (rounded up), but its Defense increases by 1. Further, it is slain by any hit which inflicts an Injury.
- **IMMUNE TO RADIATION:** The bloodbug reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

INVENTORY

- **BUTCHERY:** Scavengers can butcher a dead bloodbug with a successful **END + Survival** test with a difficulty of 0. This yields 1 portion of bloodbug meat and 1 uncommon material.

BLOATFLY

Level 2, Mutated Insect, Normal Creature (17XP)

Nuclear radiation transformed the common pre-War blowfly into the oversized, deadly menace known as the bloatfly. Easily spotted by their mottled green-brown carapace and plump, bloated appearance, bloatflies are not your common household pests. Often found in swarms of up to four, these creatures attack from a distance using their own dart-spined larvae launched from their abdomen. Bloatflies are aggressive and will pursue prey larger than themselves relentlessly. They can often be found living alongside bloodbugs and stingwings near bodies of water or rotting flesh.

BODY	MIND
5	4

MELEE	GUNS	OTHER
1	—	2

HP	INITIATIVE	DEFENSE
6	9	2

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
0	0	Immune	0

ATTACKS

- **LARVE DART: BODY + Melee** (TN 6), 4 Radioactive Physical damage

SPECIAL ABILITIES

- **FLYING:** Bloatflies can move freely through the air. They ignore most ground-level obstacles and difficult terrain effects, and they can move through "empty" zones above the battlefield if desired. It must spend at least one minor action each turn moving, and if it is knocked prone it falls to the ground, suffering 3 Stun physical damage, +2 for each zone above ground level it was before it fell.
- **LITTLE:** Bloatflies are smaller than most characters. The creature's normal HP decreases to Body + ½ level (rounded up), but its Defense is increased by 1. Further, it is slain by any hit which inflicts an Injury.
- **IMMUNE TO RADIATION:** The bloatfly reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

INVENTORY

- **BUTCHERY:** Scavengers can butcher a dead bloatfly with a successful **END + Survival** test with a difficulty of 0. This yields 1 portion of bloatfly meat and 1 uncommon material.

BRAHMIN

Level 3, Mutated Mammal, Normal Creature (24 XP)

A staple of many settlements, brahmin are one of the most found creatures in the wasteland. These mutated cattle share much with pre-War era cows, though the nuclear fallout has caused them to develop two heads and abnormally large udders. They can produce milk and meat and can be harvested for their hide. Wild brahmin roam the wasteland in small herds, but these creatures are commonly encountered being bred for livestock or used as pack animals by merchants. Their strong and bulky form make them resilient enough for long travel and heavy loads, and their docile nature allows for them to be handled easily.

BODY	MIND
6	4

MELEE	GUNS	OTHER
1	—	2

HP	INITIATIVE	DEFENSE
9	10	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (All)	0	Immune	0

ATTACKS

- **HEADBUTT: BODY + Melee** (TN 6), 4 Physical damage

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The brahmin reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

INVENTORY

- **BUTCHERY:** Scavengers can butcher a dead brahmin with a successful **END + Survival** test with a difficulty of 0. This yields 1 portion of brahmin meat and 2 uncommon material.

DEATHCLAW

Level 11, Mutated Reptile, Normal Creature (81 XP)

Well known throughout the wasteland, the deathclaw is a creature feared by many, and for good reason. Created through the genetic engineering and gene splicing of the Jackson's Chameleon, the pre-War U.S. government created these monstrosities to replace soldiers on the battlefield. Sporting vicious claws and horns, and a stature that towers over most humans, these creatures are killing machines with a speed faster than most creatures of their size. Female deathclaws are often larger than the males and are deeply protective of their eggs and young. Encountering a lone deathclaw is dangerous, but to stumble upon a nest is almost guaranteed to end in a swift, painful death.

BODY	MIND
9	5

MELEE	GUNS	OTHER
5	—	3

HP	INITIATIVE	DEFENSE
20	14	2

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
6 (All)	9 (All)	Immune	9 (All)

ATTACKS

- **CLAWS: BODY + Melee** (TN 14), 6 Piercing Physical damage
- **SLAM: BODY + Melee** (TN 6), 4 Stun Physical damage
- **HEAVY OBJECT: BODY + Guns** (TN 9), 4 Stun Physical damage, Throwing, Range M

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The deathclaw reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **BIG:** The deathclaw is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defense decreases by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.

SPECIAL ABILITIES

- **KEEN SENSES:** One or more of the deathclaw's senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other **PER** tests by 1 (to a minimum of 0).
- **REND:** A deathclaw may choose to make a deadlier Claw attack by increasing the difficulty of the attack by +1. If it succeeds, the attack's damage increases by +2
- **WEAK SPOT:** If an attacker chooses to target the deathclaw's torso, it ignores the creature's DR. This does not apply against hits which hit the head due to random chance.
- **MASSIVE STRENGTH:** A deathclaw is capable of lifting and throwing objects as large as a standard car.

INVENTORY

- **BUTCHERY:** Scavengers can butcher a dead deathclaw with a successful **END + Survival** test with a difficulty of 1. This yields 2 portions of deathclaw meat.

DOG

Level 3, Mammal,
Normal Creature (24 XP)

Dogs are common across the wasteland and are one of few creatures who have not succumbed entirely to mutation as a species. Non-mutated dogs can be found in many settlements and as domestic pets or guard animals and appear to have the same intelligence and capability as their pre-War ancestors. Not all dogs are friendly, however. Packs of rabid, mutated, and irradiated dogs roam the wastes. While there are some rare accounts of friendly mutated dogs, it is far more common to encounter the creatures as they viciously try to tear you apart for their next meal. These mutated dogs often have patchy or no fur, with their skin taking on an almost ghoulified appearance.

BODY	MIND
5	5

MELEE	GUNS	OTHER
3	—	2

HP	INITIATIVE	DEFENSE
8	10	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
0	0	0	0

ATTACKS

- **BITE: BODY + Melee** (TN 8), 4 Physical damage

SPECIAL ABILITIES

- **KEEN SENSES:** One or more of the dog's senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other **PER** tests by 1 (to a minimum of 0).

INVENTORY

- **BUTCHERY:** Scavengers can butcher a dead dog with a successful **END + Survival** test with a difficulty of 0. This yields 1 portion of mongrel dog meat.

Mongrel Dogs

If you wish to create a mongrel dog, the vicious and mutated variant of man's best friend, you can modify the Dog stats as follows:

- Replace the Mammal keyword with Mutated Mammal.
- Add the Feral, Aggressive, and Immune to Radiation special abilities
- Decrease Mind to 4 and increase Body to 6.

MIRELURKS

Mirelurks are the collective name given to the family of mutated crustaceans that appear in many of the wasteland's waters. Mirelurks are hardy creatures, with armored shells and appendages and very few weak spots that are easy to target. With most of their body covered in shell, the face is the most exposed soft spot, but is a small area that few can reliably aim at in a chaotic combat. Mirelurks vary in size, from small hatchings to the towering mirelurk queen and often bear a resemblance to crabs or lobsters depending on their type. They are hostile creatures that attack on sight and can usually be found where there is any large body of open water. They often bury themselves in mud, leaving only their shells visible and are thus easily overlooked by the unobservant. While difficult to kill, they can be harvested for their meat, and their eggs can be worth a few caps if sold to the right buyer.

HATCHLINGS

Level 1, Mutated Crustacean, Normal Creature (10 XP)

Hatchlings are the collective term for mirelurk young. Mirelurks lay eggs, often in a well-protected nest. Occasionally when a nest is disturbed, eggs will hatch in response to the stimuli. Hatchlings are easy to dispatch by a competent individual providing the swarm isn't large. At this stage, their shells are soft, and they are around the size of a radroach.

BODY	MIND
4	4

MELEE	GUNS	OTHER
1	—	1

HP	INITIATIVE	DEFENSE
5	8	2

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
0	0	Immune	0

ATTACKS

- **PINCERS: BODY + Melee** (TN 5), 3 Physical damage

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The hatchling reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **LITTLE:** The hatchling is smaller than most characters. The creature's normal HP decreases to Body + ½ level (rounded up), but its Defense increases by 1. Further, it is slain by any hit that inflicts an Injury.
- **AQUATIC:** The hatchling can swim and submerge itself in water indefinitely without needing to come up for air. They suffer no difficulty increase for attacks or movements made while underwater.

INVENTORY

- **BUTCHERY:** Scavengers can butcher a dead hatchling with a successful **END + Survival** test with a difficulty of 0. This yields 1 portion of mirelurk meat.

MIRELURK

Level 7, Mutated Crustacean, Normal Creature (45 XP)

The most common of the mirelurk family is just referred to as a mirelurk. These creatures resemble horseshoe crabs, with large pincers capable of breaking bones. They can be found in groups in most places where there are large bodies of water. Sometimes barnacles, netting or other debris can find it's attached to its shell making them easier to spot.

BODY	MIND	MELEE	GUNS	OTHER
7	5	4	—	3

HP	INITIATIVE	DEFENSE
14	12	1 (2 if aiming at the face)

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
4 (Torso, Legs, Arms); 1 (Face)	2 (All)	Immune	4 (Torso, Legs, Arms); 2 (Face)

ATTACKS

- **PINCERS: BODY + Melee** (TN 11), 6 Physical damage

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The mirelurk reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation
- **SMALL WEAK POINT:** While the mirelurk's body is covered in a toughened shell, its face is its weak point. This area is small and difficult to accurately hit. The face is treated as having a defense of 2.
- **AQUATIC:** The mirelurk can swim and submerge itself in water indefinitely without needing to come up for air. They suffer no difficulty increase for attacks or movements made while underwater.

INVENTORY

- **BUTCHERY:** Scavengers can butcher a dead mirelurk with a successful **END + Survival** test with a difficulty of 0. This yields 2 portions of mirelurk meat. For each Effect rolled, they also yield 1softshell mirelurk meat.

MIRELURK HUNTER

Level 12, Mutated Crustacean, Normal Creature (88 XP)

Hunters appear to be descended from lobsters rather than crabs, giving them an elongated appearance with a flared tail. Like their crab-like cousins, they also have powerful pincers and are even more aggressive. Their shells are typically more resilient, and they have developed the ability to spit an acidic substance at their prey.

BODY	MIND	MELEE	GUNS	OTHER
8	6	5	—	4

HP	INITIATIVE	DEFENSE
20	14	1 (2 if aiming at the face)

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
4 (Torso, Legs, Arms); 1 (Face)	2 (All)	Immune	4 (Torso, Legs, Arms); 2 (Face)

ATTACKS

- **PINCERS: BODY + Melee** (TN 14), 9 Physical damage

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The mirelurk hunter reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **SMALL WEAK POINT:** While the mirelurk hunter's body is covered in a toughened shell, its face is its weak point. This area is small and difficult to accurately hit. The face is treated as having a defense of 2.
- **AQUATIC:** The mirelurk hunter can swim and submerge itself in water indefinitely without needing to come up for air. They suffer no difficulty increase for attacks or movements made while underwater.

INVENTORY

- **BUTCHERY:** Scavengers can butcher a dead mirelurk with a successful **END + Survival** test with a difficulty of 0. This yields 2 portions of mirelurk meat. For each Effect rolled, they also yield 1softshell mirelurk meat.

MIRELURK QUEEN

Level 19, Mutated Crustacean, Normal Creature (137 XP)

A rare variant of an average crab-like mirelurk, queens are even more terrifying and dangerous. They stand taller than any other mirelurk subspecies with some reaching the gigantic height of a behemoth. In addition to their added size, they are one of the most aggressive variants. Like all mirelurks, their shell is almost impenetrable but the soft skin of their face is still a weak spot. Mirelurk queens also can spit acid, as well as dispatching swarms of her hatchlings at would-be enemies. They are extremely protective of their nests and eggs and will viciously defend if threatened. You cannot mistake coming across one of these rare creatures, as they let out a terrifying sonic roar to announce their attacks.

BODY	MIND
12	6

MELEE	GUNS	OTHER
5	—	4

HP	INITIATIVE	DEFENSE
50	18	1 (2 if aiming at the face)

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
10 (Torso, Legs, Arms); 5 (Face)	7 (All)	Immune	9 (All)

ATTACKS

- **PINCERS: BODY + Melee** (TN 17), 12 Vicious Physical damage
- **ACID SPRAY: Body + Melee** (TN 17), 10 Piercing Radioactive damage

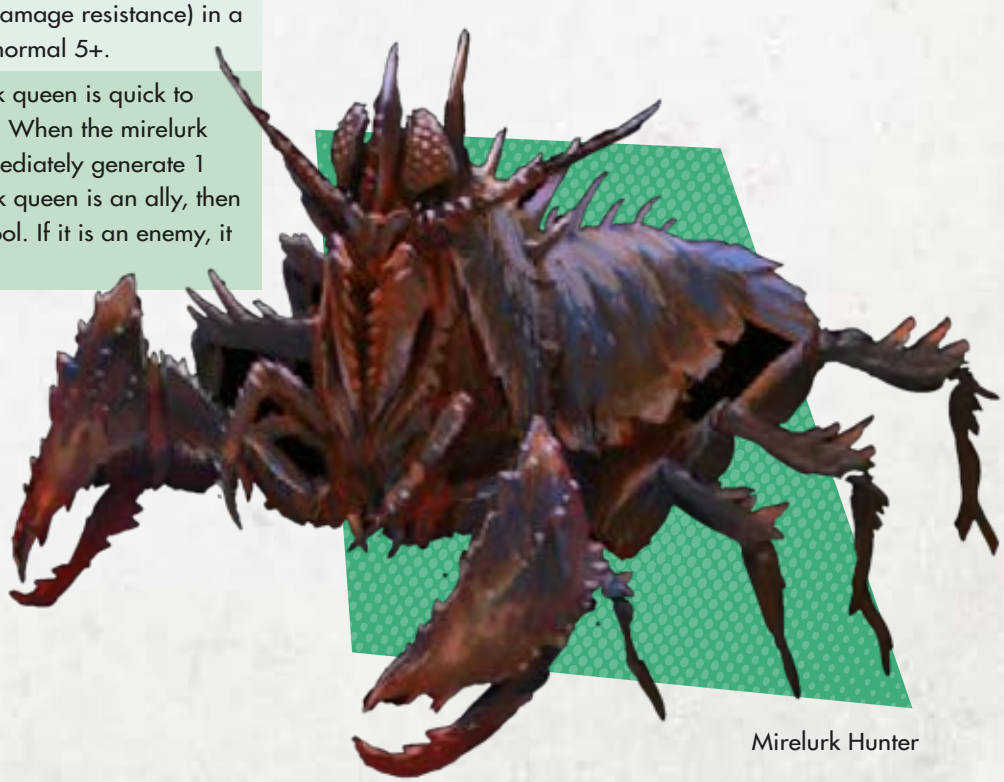
Mirelurk Queen

SPECIAL ABILITIES

- **HATCHLING SPAWN:** Once per round the GM may spend 4 AP as a major action to spawn a group of 4 mirelurk hatchlings. If this action is taken, the mirelurk queen may not make an attack as a major action in the same round.
- **IMMUNE TO RADIATION:** The mirelurk queen reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO FEAR:** The mirelurk queen cannot be intimidated or threatened in any way and will either ignore or attack anyone who attempts to threaten or intimidate it.
- **SMALL WEAK POINT:** While the mirelurk queen's body is covered in a toughened shell, its face is its weak point. This area is small and difficult to accurately hit. The face is treated as having a defense of 2.
- **AQUATIC:** The mirelurk queen can swim and submerge itself in water indefinitely without needing to come up for air. They suffer no difficulty increase for attacks or movements made while underwater.
- **BIG:** The mirelurk queen is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defense decreases by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.
- **AGGRESSIVE:** The mirelurk queen is quick to action when it senses prey. When the mirelurk queen enters a scene, immediately generate 1 Action Point. If the mirelurk queen is an ally, then this goes into the group pool. If it is an enemy, it goes into the GM's pool.

INVENTORY

- **SCAVENGING:** Upon the mirelurk queen's death the players can find several items and caps among its body and lair. Roll 4d20 for the number of caps that can be found, roll 4 and for each effect rolled make a single roll on the random junk table. The lair or body may also contain up to three weapons, and 3d20 rounds of ammunition appropriate to the weapons found, at the GM's discretion.
- **BUTCHERY:** Scavengers can butcher a dead mirelurk queen with a successful **END + Survival** test with a difficulty of 0. This yields 5 portions of queen mirelurk meat.



Mirelurk Hunter

MOLE RAT

Level 2, Mutated Mammal, Normal Creature (17 XP)

These rodents are the mutated form of the pre-War naked mole rat. They thrive almost anywhere in the wasteland, despite the number of creatures that would prey on them. They create their burrows underground, protecting them from most predators. They are much larger, akin to dogs in size, than their pre-War counterparts and are usually incredible vicious when hunting prey or defending their burrows. Mole rats live and hunt in packs, with their burrowing ability giving them the element of surprise in most situations, and a quick escape should their prey overwhelm them. With oversized front teeth and the ability to lunge at their prey with a surprising speed, mole rats are not to be underestimated. While they are most often mindless, savage creatures, some individuals in the wasteland have been able to train and domesticate the rodents as one would with a dog.

BODY	MIND
5	4

MELEE	GUNS	OTHER
2	—	2

HP	INITIATIVE	DEFENSE
7	9	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1	0	Immune	0

ATTACKS

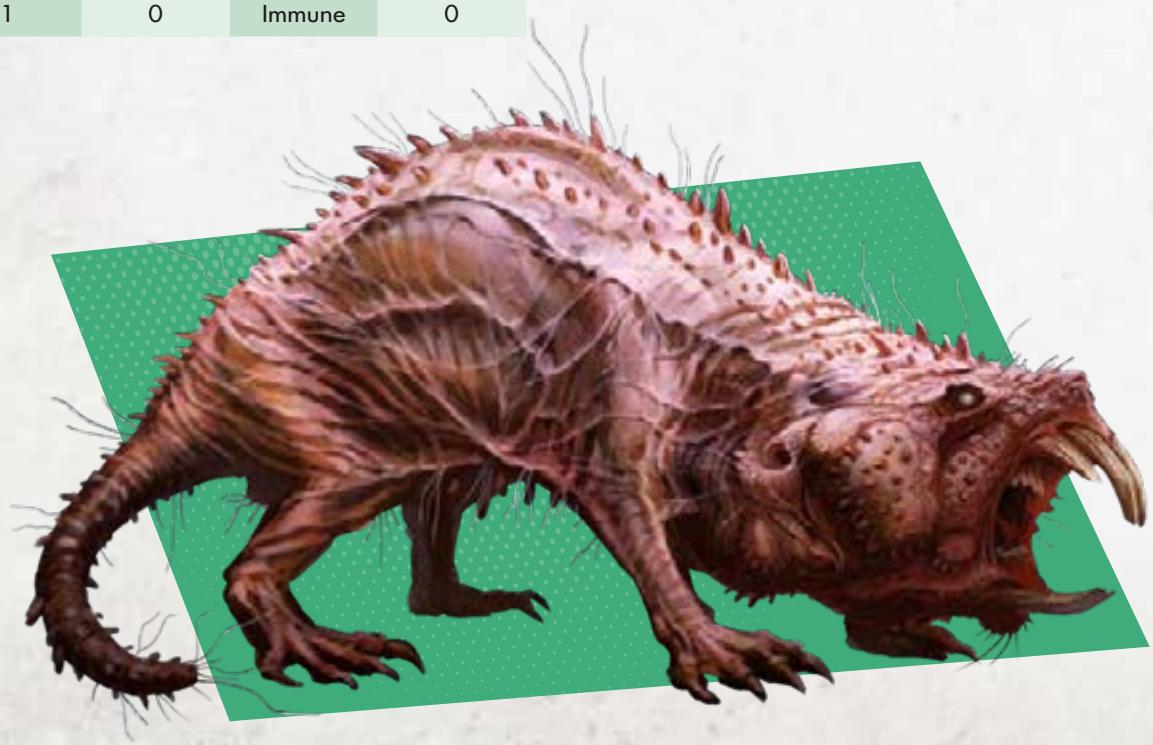
- **BITE: BODY + Melee** (TN 7), 4 Piercing Physical damage

SPECIAL ABILITIES

- **BURROW:** As a major action, the mole rat may burrow underground to get away from its enemies and prepare for its next attack. On its next turn it can use its minor action to appear above ground anywhere within medium range of the place it burrowed. For the cost of 1 AP it may also add an extra to its bite attack after emerging.
- **KEEN SENSES:** One or more of the mole rat's senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other **PER** tests by 1 (to a minimum of 0). This includes detecting the presence of creatures above ground while burrowed.
- **IMMUNE TO RADIATION:** The mole rat reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

INVENTORY

- **BUTCHERY:** Scavengers can butcher a dead mole rat with a successful **END + Survival** test with a difficulty of 0. This yields 1 portion of mole rat meet and 1 common material.



MUTANT HOUND

Level 4, Mutated Mammal, Normal Creature (31 XP)

These mutant dogs differ greatly from their domestic and rabid cousins. While the latter often turn rabid due to radiation exposure, mutant hounds are not natural creatures. They are created through exposure to the Forced Evolutionary Virus. They are several times larger than normal dogs, with an increased muscle mass and aggression, and suffer detrimental effects of lowered intelligence seen in super mutants. Their skin is often a patchy green color and they lack any fur. They are almost always found in the company of super mutants, who use them as guard dogs. It is unknown if this is their primary purpose, or if like humans, super mutants keep them for companionship.

BODY	MIND
9	5

MELEE	GUNS	OTHER
3	—	1

HP	INITIATIVE	DEFENSE
10	10	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (All)	1 (All)	Immune	Immune

ATTACKS

- **BITE: BODY + Melee** (TN 9), 3 Physical damage

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The mutant hound reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO POISON:** The mutant hound reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **KEEN SENSES:** One or more of the mutant hound's senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other **PER** tests by 1 (to a minimum of 0).
- **WARNING HOWL:** During the first round of combat, a Mutant Hound may howl as a major action. Each super mutant or Mutant Hound within Long range may make a second minor action on their next turn. No NPC may benefit from this ability more than once per combat.

INVENTORY

- **BUTCHERY:** Scavengers can butcher a dead Mutant Hound with a successful **END + Survival** test with a difficulty of 1. This yields 1 portions of Mutant Hound meat, +1 per AP spent. If an Effect is rolled, it also yields 1 common material.

RADROACH

Level 1, Mutated Insect, Normal Creature (10 XP)

Cockroaches were a common pest in pre-War America, and after the bombs fell and brought about a nuclear apocalypse, not much changed. Dubbed as radroaches for their radioactive bite, these creatures are far larger than their ancestors but are still as much of a pest. Often infesting ruined buildings, rubbish heaps, and other dark, dank locations, they attack their prey by jumping at them and attacking with their pincers. While easy to deal with in small numbers, swarms can easily overwhelm the unprepared and devastate settlements if left unchecked.

BODY	MIND
5	4

MELEE	GUNS	OTHER
1	—	2

HP	INITIATIVE	DEFENSE
6	9	2

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
0	0	Immune	Immune

ATTACKS

- **BITE:** BODY + Melee (TN 6), 1 Radioactive Physical damage

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The radroach reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO POISON:** The radroach reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **LITTLE:** The radroach is smaller than most characters. The radroach's normal HP is reduced to Body + ½ level (rounded up), but its Defense is increased by 1. Further, it is slain by any hit which inflicts an Injury.
- **SNEAKY:** A radroach has a TN of 10 for Sneak tests, and rolls +1d20 on sneak attacks.

INVENTORY

- **BUTCHERY:** Scavengers can butcher a dead radroach with a successful **END + Survival** test with a difficulty of 0. This yields 1 portion of radroach meat.

RADSCORPION

Level 7, Mutated Arachnid, Normal Creature (74 XP)

The mutated form of the common emperor scorpion, radscorpions are one of the more terrifying creatures to be found in the wasteland. These creatures perhaps received the most drastic mutation in size, with the largest being only a bit shorter than a small car. Their heavily armored bodies, powerful pincers, hefty stinger, and immense speed make them difficult to kill. Some of these creatures can even rival the fearsome deathclaw in their deadliness. The impact of their stingers combined with the poison can easily bring down even a large creature or armored human in one or two well placed hits. With the ability to burrow underground and surprise prey, they are truly a predator that any traveler should fear.

BODY	MIND	MELEE	GUNS	OTHER
7	5	5	—	3

HP	INITIATIVE	DEFENSE
21	12	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
4 (All)	3 (All)	Immune	Immune

ATTACKS

- **CLAW: BODY + Melee** (TN 11), 4 Vicious Physical damage
- **STING: BODY + Melee** (TN 11), 3 Persistent Poison damage

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The radscorpion reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO POISON:** The radscorpion reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **BIG:** The radscorpion is bigger than most characters. The creature receives an additional +1 health point per Level, but its Defense is reduced by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.
- **BURROW:** A radscorpion can tunnel under the ground to strike at attackers. Burrowing into the ground takes a major action, and while burrowing the radscorpion is not visible and cannot be targeted by attacks. It burrows two zones as a major action, moving underneath existing zones. It takes only a minor action to emerge from the ground after burrowing. A radscorpion cannot burrow through stone, metal, or wood.
- **WEAK SPOT:** If an attacker chooses to target the radscorpion's head, it ignores the creature's DR. This does not apply against hits which hit the head due to random chance.

INVENTORY

- **BUTCHERY:** Scavengers can butcher a dead radscorpion with a successful **END + Survival** test with a difficulty of 1. This yields 2 portions of radscorpion meat. If an Effect is rolled, then it also yields 1 Rare material, or a radscorpion egg if two Effects are rolled.

RADSTAG

Level 5, Mutated Mammal, Normal Creature (38 XP)

These creatures are the mutated descendants of the common deer. While they retain a mostly unchanged form in that their body remains deer-like and they sport antlers, they suffer the same mutation as brahmin in having two heads. The inner eye of each head is blind, requiring the radstag to navigate using both heads. Like brahmin, both heads can move independently. The other strange mutation that is very apparent is the additional two legs that hang undeveloped from the front of the creature's chest. While the radstag can bend these legs when needed for comfort, such as when laying down, they are otherwise useless. While radstags still retain a coat, it is often mangey in places from radiation, and rabid radstags often lose their coat in places. These creatures travel in packs and are usually docile unless threatened.

BODY	MIND
5	5

MELEE	GUNS	OTHER
3	—	2

HP	INITIATIVE	DEFENSE
10	10	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (All)	0	Immune	0

ATTACKS

- **ANTLERS: BODY + Melee** (TN 8), 5 Piercing Physical damage

SPECIAL ABILITIES

None

INVENTORY

- **BUTCHERY:** Scavengers can butcher a dead radstag with a successful **END + Survival** test with a difficulty of 0. This yields 2 of radstag meat. If an Effect is rolled, it also yields a radstag hide.

STINGWING

Level 5, Mutated Insect, Normal Creature (38 XP)

The mutated form of the pre-War scorpion fly, Stingwings are another one of the wasteland's common flying insects. They can often be found building nests in the same conditions and areas as bloatflies and bloodflies due to their similar preference in climate and food sources. Stingwings have developed a venomous sting which is both deadly and painful. These creatures are incredibly fast and agile, making them a difficult opponent to face in a swarm, and rush at their prey to bring it down as quickly as possible. They create nests both on the ground and at heights, which can be spotted by the bright yellow honey-like ooze they secrete. If nests are disturbed or threatened, a swarm of stingwings often emerge to defend it.

BODY	MIND
6	5

MELEE	GUNS	OTHER
3	—	2

HP	INITIATIVE	DEFENSE
9	1	3

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
0	0	Immune	Immune

ATTACKS

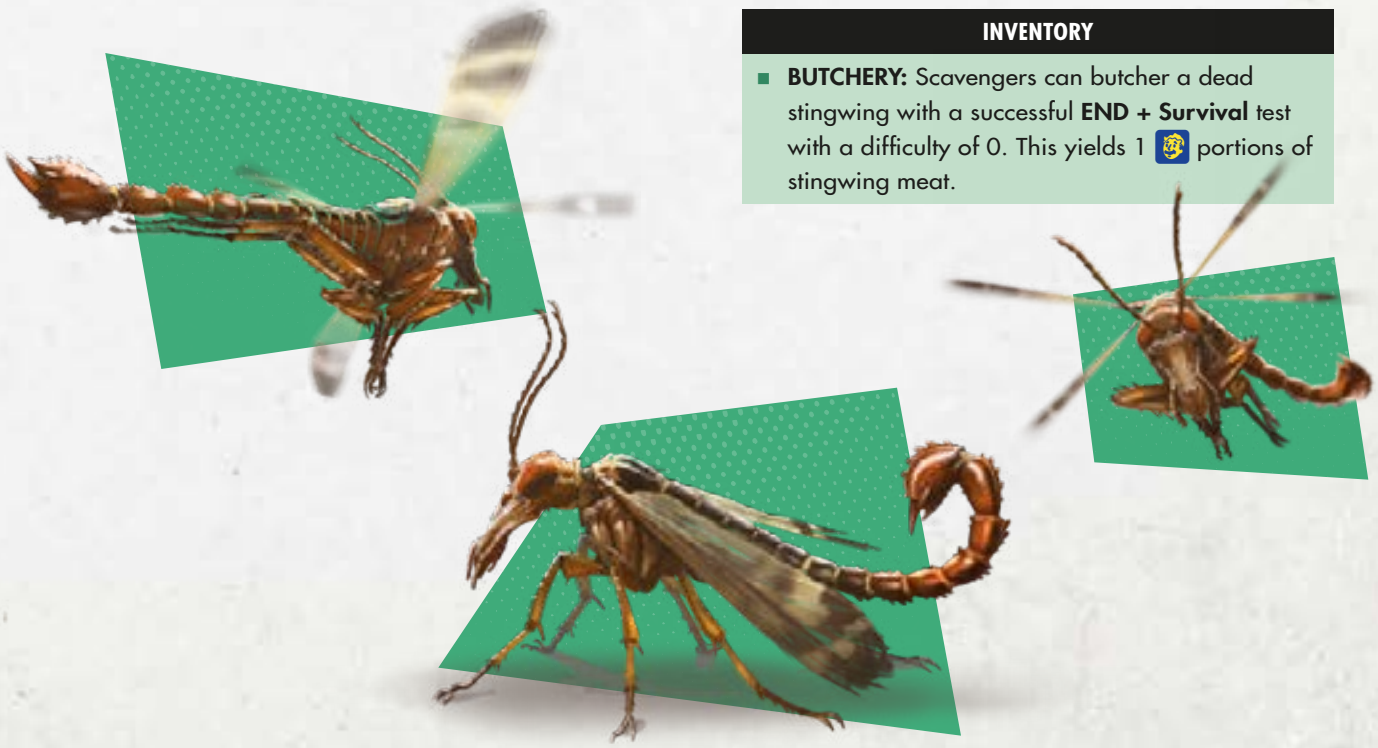
- **BARBED STINGER: BODY + Melee** (TN 9), 2 Persistent Poison Physical damage

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The stingwing reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO POISON:** The stingwing reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **LITTLE:** The stingwing is smaller than most characters. The creature's normal HP is reduced to Body + ½ level (rounded up), but its Defense is increased by 1. Further, it is slain by any hit which inflicts an Injury.
- **FLYING:** The stingwing can move freely through the air. It can ignore most ground-level obstacles and difficult terrain effects, and they can move through "empty" zones above the battlefield if desired. It must spend at least one minor action each turn moving, and if it is knocked prone it falls to the ground, suffering 3 Stun physical damage, +2 for each zone above ground level it was before it fell.
- **DIVE-BOMB:** If a stingwing moves into Reach and makes a melee attack in the same turn, it may re-roll 1d20 on the attack. After the attack, it may spend 1AP to move one zone.

INVENTORY

- **BUTCHERY:** Scavengers can butcher a dead stingwing with a successful **END + Survival** test with a difficulty of 0. This yields 1 portions of stingwing meat.



YAO GUAI

Level 14, Mutated Mammal, Normal Creature (102 XP)

These terrifying creatures are what remains of the bear population after the Great War. Heavily mutated, with longer claws, more muscle mass, and a powerful bite, the yao guai is not a creature any wasteland traveler wants to come across. They are territorial and protective of their young and pack if part of one. These violent creatures have even been known to take on deathclaws if they threaten the yao guai's territory.

BODY	MIND
9	6

MELEE	GUNS	OTHER
5	—	4

HP	INITIATIVE	DEFENSE
37	15	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (All)	1 (All)	Immune	2 (All)

ATTACKS

- **CLAWS: BODY + Melee** (TN 14), 9 Vicious Physical damage
- **BITE: BODY + Melee** (TN 14), 10 Piercing Physical damage

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The yao guai reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation
- **BIG:** The yao guai is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defense is reduced by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.
- **AGGRESSIVE:** The yao guai is quick to action when it senses prey. When the yao guai enters a scene, immediately generate 1 Action Point. If the yao guai is an ally, then this goes into the group pool. If it is an enemy, it goes into the GM's pool.

INVENTORY

- **BUTCHERY:** Scavengers can butcher a dead yao guai with a successful **END + Survival** test with a difficulty of 1. This yields 2 portions of yao guai meat; if an Effect is rolled, it also yields 2 common materials.

MUTATED HUMANOIDS

Insects and animals are not the only species affected by the nuclear radiation. Humans are just as susceptible to mutation, with some forms being more forgiving than others.

GHOULS

Humans who suffer the effects of radiation sometimes end up suffering a similar fate to some wasteland creatures. Rather than falling ill and perishing from radiation sickness, they instead experience the phenomenon known as ghoulification. This gives them a zombie-like appearance, as flesh begins to slacken from the muscle and bones and in some cases hair loss. It can often give the appearance of rotting flesh, but this is just a side effect of the radiation damaging the cells of the body. Another obvious symptom of ghoulification is the vocal cords becoming damaged, often resulting in a raspy quality to the person's voice. No one knows why some people become ghoulified and others simply die of exposure, but many theories point to a genetic disposition. While ghouls can live hundreds of years, not all retain their humanity. For many, the process of ghoulification ravages not just the body but the mind too, leading to them descending to a feral state, where they become nothing more than mindless creatures who attack non-ghouls upon sight.

FERAL GHOUL

Level 3, Mutated Human, Normal Creature (10 XP)

Ranging in age from those who underwent ghoulification hundreds of years ago, and for those whom the process quickly degraded their body and mind, feral ghouls are what remain once humanity is lost. They are violent creatures who attack by rushing their victims and clawing at them. They cannot be reasoned with, having lost the ability to understand speech and seem to possess little higher thinking. Some appear to retain some sense of memory, carrying items that they would have done in their pre-feral state or returning to places they once knew. Feral ghouls often leave other ghouls alone, regardless of them being feral or not, but attack all other creatures on sight.

BODY	MIND	MELEE	GUNS	OTHER
5	5	3	—	2

HP	INITIATIVE	DEFENSE
8	10	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
0	0	Immune	Immune

ATTACKS

- **UNARMED: BODY + Melee** (TN 8), 3 Radioactive Physical damage

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The feral ghoul reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO POISON:** The feral ghoul reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.

SPECIAL ABILITIES

- **FERAL:** The feral ghoul is unintelligent, driven purely by feral instinct. Feral NPCs cannot be persuaded or influenced by Speech tests. Feral NPCs will move towards and attack the nearest enemy. If they cannot detect an enemy, they move towards the nearest source of bright light or loud noise. Failing that, they move around randomly or simply lie down and do nothing.
- **GHOUL:** A ghoul is healed by radiation. It regains 1HP for every 3 points of Radiation damage inflicted upon it.
- **PLAY DEAD:** A feral ghoul which is prone and not moving is difficult to tell apart from a corpse. It takes a **PER + Survival** test, difficulty 2, to spot a ghoul which is currently 'playing dead'. They often use this to ambush unsuspecting passers-by.

INVENTORY

2 junk items can be found on a dead ghoul's body, which can be salvaged as normal.

GLOWING ONE

Level 9, Mutated Human, Normal Creature (67 XP)

These glowing green ghouls are what happens when a feral ghoul, or someone predisposed to ghoulification absorbs radiation in extreme excess. The result is a feral ghoul that becomes a conduit of radiation. They glow a deep green color and emit heavy radiation even after death. They can even discharge radiation outwards in a toxic cloud, which can heal the injuries of other ghouls and cause extreme radiation damage to non-ghouls.

BODY	MIND
8	5

MELEE	GUNS	OTHER
5	—	3

HP	INITIATIVE	DEFENSE
21	12	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
4 (All)	3 (All)	Immune	Immune

ATTACKS

- **UNARMED: BODY + Melee** (TN 12), 7 Radioactive Physical damage

SPECIAL ABILITIES

- **RADIATION PULSE:** Once per combat, the glowing one may unleash a pulse of radiation. This inflicts 5 radiation damage to everything within Range C. If it inflicts 3 or more damage, then any defeated ghoul within that range is restored to 1HP and returns to the fight.
- **GLOWING:** The glowing one is saturated with so much radiation that they literally glow, emitting a strange luminescence and irradiating the world around them. The glowing feral ghoul inflicts 2 Radiation damage to anyone within Reach of it. In addition, any melee attacks it makes gain the Radioactive damage effect; if it already had this damage effect, it instead inflicts 2 Radiation damage per Effect rolled.
- **IMMUNE TO RADIATION:** The glowing one reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO POISON:** The glowing one reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **FERAL:** The glowing one is unintelligent, driven purely by feral instinct. Feral NPCs cannot be persuaded or influenced by Speech tests. Feral NPCs move towards and attack the nearest enemy. If they cannot detect an enemy, they move towards the nearest source of bright light or loud noise. Failing that, they will move around randomly or simply lie down and do nothing.
- **GHOUL:** A glowing one is healed by radiation. It regains 1HP for every 3 points of Radiation damage inflicted upon it.
- **PLAY DEAD:** A glowing one which is prone and not moving is difficult to tell apart from a corpse. It takes a **PER + Survival** test, difficulty 2, to spot a Ghoul which is currently 'playing dead'. They often use this to ambush unsuspecting passers-by.

INVENTORY

2 junk items can be found on a dead glowing one's body, which can be salvaged as normal.

ROBOTS

The pre-War world made use of robots in everything from combat to domestic life. From the multi-armed Mister Handy to aid in the housework to the formidable sentry bot designed as a weapon of war, many of these robots can still be found roaming the wastes, protecting their pre-War stations or providing companionship to those who travel the post-nuclear world.

ASSAULTRON

Level 13, Robot,
Normal Creature (95 XP)

Designed by RobCo Industries, the Assaultron is a formidable military robot, designed to fight on the front lines and leave enemy forces devastated. Powerful mechanical legs propel this robot forward, allowing it to move with incredible speed towards its targets. Its arms are designed to fit a number of attachments to suit the type of combat it was needed for, with most base models having two claw-like appendages where hands would be. Perhaps the most destructive of its weaponry is the laser at the center of its head, giving it an inhuman cycloptic appearance. Combined with the razor-sharp precision the Assaultron possesses, this laser is capable of vaporizing targets upon impact. Even when severely damaged, the Assaultron continues to push forward. The loss of an arm or leg, or even severe damage to the head or torso won't stop it pursuing its target, and they have been known to crawl towards their enemy and detonate a devastating self-destruct as a last ditch attempt to fulfil their purpose.

BODY	MIND	MELEE	GUNS	OTHER
9	6	5	5	4

HP	INITIATIVE	DEFENSE
22	15	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
3 (All)	3 (All)	Immune	Immune

ATTACKS

- **UNARMED: BODY + Melee** (TN 14), 9 Physical damage
- **LASER: BODY + Guns** (TN 14), 9 Vicious Energy damage, Range L
- **SELF DESTRUCT: BODY + Guns** (TN 14), 6 Physical damage, Blast

SPECIAL ABILITIES

- **ROBOT:** The Assaultron is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (p.34).
- **IMMUNE TO POISON:** The Assaultron reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO RADIATION:** The Assaultron reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO DISEASE:** The Assaultron is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- **KEEN SENSES:** One or more of the Assaultron's senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other **PER** tests by 1 (to a minimum of 0).
- **SELF-DESTRUCT:** If the Assaultron has both its arms or legs injured, or it has been reduced to half or fewer of its maximum HP, it will move towards the nearest enemy and use its major action to self-destruct. This self-destruct is an attack centered upon itself and destroys the Assaultron after it attempts this attack.
- **NIGHT VISION:** The Assaultron can see in complete darkness. It ignores all difficulty increases caused by dim light or darkness, and they may attempt skill tests that would normally be impossible in.

INVENTORY

- **SALVAGE:** Scavengers can salvage from a destroyed Assaultron with a successful **INT + Science** test with a difficulty of 1. This yields 3 fusion cells, +1 per AP spent, and each Effect rolled yields 1 uncommon material.

EYEBOT

Level 2, Robot,
Normal Creature (17 XP)

The eyebot is one of the smaller robots designed by RobCo Industries. Their spherical, hovering forms are a common sight in the wasteland. Despite their compact size, they are outfitted with a number of useful technologies; long range antennas that allow them to receive radio broadcasts even in subway stations or other underground sites, facial and voice recognition for use in security applications and even a laser weapon. In pre-War America they were used to broadcast radio transmissions, announcements, and news bulletins. Now these eyebots are in use by the likes of the Brotherhood of Steel to promote propaganda and by the Minutemen for surveillance. Others can are roaming the wastes still following their original programming and broadcasting the local radio station, military chatter on repeat or mysterious messages and frequencies from unknown sources. While often friendly when encountered, they will defend themselves if attacked and the degradation to their systems leads some units to be hostile on site.

BODY	MIND	MELEE	GUNS	OTHER
5	4	0	3	1

HP	INITIATIVE	DEFENSE
5	9	2

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (All)	2 (All)	Immune	Immune

ATTACKS

- **LASER: BODY + Guns** (TN 8), 4 Energy damage, Range M

SPECIAL ABILITIES

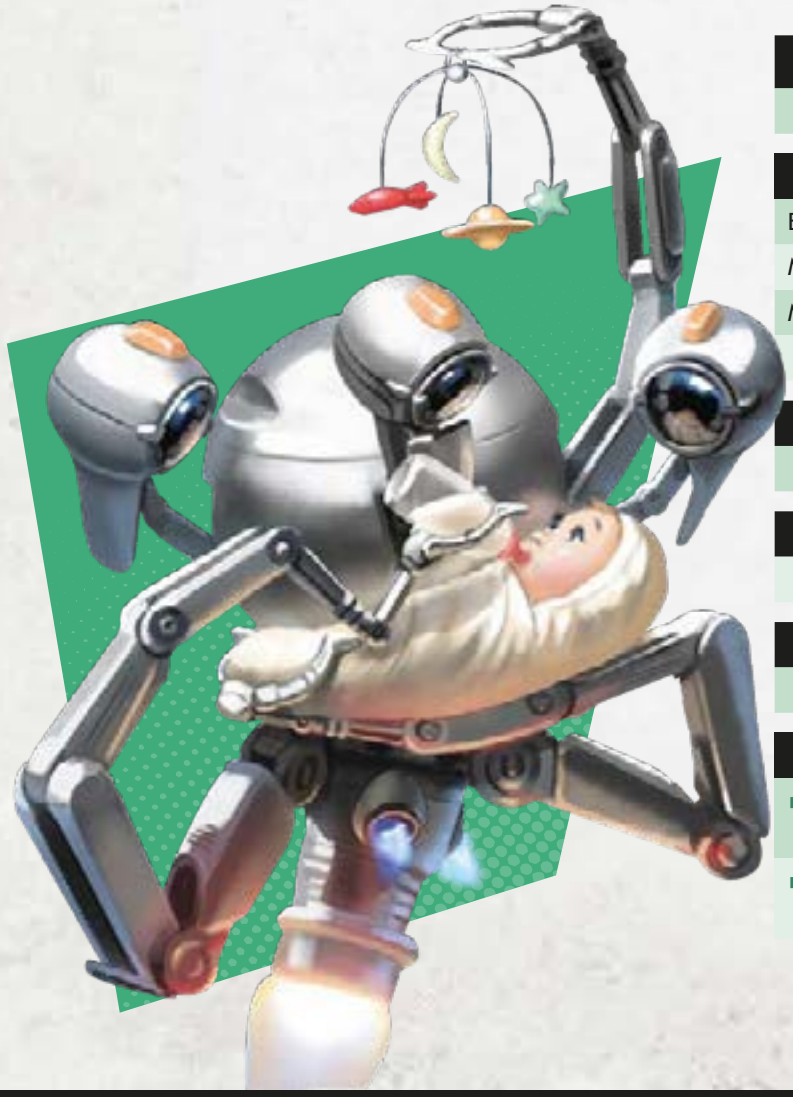
- **ROBOT:** The eyebot is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (p.34).
- **IMMUNE TO POISON:** The eyebot reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO RADIATION:** The eyebot reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO DISEASE:** The eyebot is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- **LITTLE:** The eyebot is smaller than most characters. The creature's normal HP is reduced to Body + ½ level (rounded up), but its Defense increases by 1. Further, it is slain by any hit which inflicts an Injury.
- **RADIO TRANSMISSION:** The eyebot can receive and send radio transmissions, as well as playing these aloud. The eyebot can be heard playing these transmissions aloud from long range.

INVENTORY

- **SALVAGE:** Scavengers can salvage from a destroyed eyebot with a successful **INT + Science** test with a difficulty of 1. This yields 2 common materials, and each Effect rolled yields 1 uncommon material.

MISTER HANDY

A familiar and well-known robot in both pre- and post-War America, the Mister Handy line of robots produced a series of multi-functional robots that were used from everything from domestic aid, factory automation, and military applications. Originally built by General Atomics International who later then entered a partnership with RobCo Industries, the Mister Handy line developed to also produce Miss Nanny and Mister Gutsy. All models of Mister Handy feature a nuclear power unit and a jet thruster which allows them to hover. They also all feature sophisticated programming, which allows them to mimic, understand, and learn human behavior. Several limiters within its system prevent them from deviating from their programming, but in units where these limiters are removed or damaged, it is not unusual to see Mister Handys developing their own independent personalities and a level of intelligence above their original design.



MISTER HANDY

Level 6, Robot,
Notable Character (90 XP)

The original of the line, the Mister Handy was first designed as a repair, construction, and maintenance unit but later went on to become a staple in many aspects of pre-War American life. In the home the Mister Handy fulfilled the role of a domestic servant, able to undertake home maintenance, cooking and even pet and childcare. Commercial applications included using them for light security or even customer-facing aids in some pre-War businesses. Many of these robots roam the wasteland, their nuclear power units still functioning even hundreds of years after the Great War. Some still follow their original programming and serve in the homes and businesses where they operated, seemingly unaware of the changes to the landscape. Some have been salvaged and repurposed to suit the needs of the post-apocalyptic world as attendants for merchants, bartenders and even companions to travelers.

S	P	E	C	I	A	L
6	7	5	5	7	6	4

SKILLS			
Energy Weapons ■	3	Repair	2
Medicine	1	Small Guns	1
Melee Weapons ■	3	Speech ■	3
			(■ Tag Skill)

HP	INITIATIVE	DEFENSE
15	17	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
150 lbs.	+0	2

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (All)	1 (All)	Immune	Immune

ATTACKS

- **PINCER: STR + Melee** (TN 9),
  3 Physical damage, Range C
- **BUZZSAW: STR + Melee** (TN 9),
  3 Piercing Physical damage, Range C

ATTACKS

- **FLAMER: AGI + Energy Weapons** (TN 9), 3 Persistent Energy damage, Fire Rate 1, Range C

SPECIAL ABILITIES

- **ROBOT:** The Mister Handy is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (p.34).
- **IMMUNE TO POISON:** The Mister Handy reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO RADIATION:** The Mister Handy reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO DISEASE:** The Mister Handy is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- **MISTER HANDY:** The Mister Handy has 360° vision, and improved sensory systems that can detect smells, chemicals, and radiation, reducing the difficulty of **PER** tests that rely on sight and smell by 1. It moves through jet propulsion, hovering above the ground, unaffected by difficult terrain or obstacles.

INVENTORY

- **SALVAGE:** Scavengers can salvage from a destroyed Mister Handy with a successful **INT + Science** test with a difficulty of 1. This yields 2d20 flamer fuel, 2 units of common materials with +1 per AP spent, and each Effect rolled yields 1 uncommon material.

Miss Nanny

After the popularity of the Mister Handy in the home, the Miss Nanny model was launched. This model was designed specifically to care for newborns and children and had several modifications to its programming to reflect this. The Miss Nanny model featured a friendly female voice and was equipped with subroutines for the discipline of unruly children, increased hazard detection, and sound analysis to understand the needs of children too young to talk. This model of the Mister Handy line of robots could also be modified for use in the medical field.

Mister Handy and Miss Nanny are interchangeable robots with the same stat block and be used for each. If you would like to create a version of Miss Nanny for the medical field, make the following changes:

- Reduce Repair by 1 and increase Medicine by 1.
- Un-tag Speech, and tag Medicine instead.

MISTER GUTSY

Level 7, Robot, Notable Character (104 XP)

The potential of the Mister Handy robots was not missed by the U.S. Military, who commissioned General Atomics International to create combat variants of the Mister Handy line. That commission would eventually lead to the creation of the Mister Gutsy robot. Featuring armor plating built into its body, a plethora of deadly weapon attachments, updates to its sensory analysis, and improvements to speed lead it to become a capable personal protection robot. Their specialist military programming allows them to receive and understand orders in real time, increased aggression in combat and even the ability to give them ranks alongside human soldiers. It is this programming which also gives them their unique Marine drill sergeant personality. With many Mister Gutsys now lacking orders, incapable of understanding the war is over, with their commanders long dead, they can often be found still protecting the military bases on which they serve or wandering nearby. They are often hostile to any they come across, though a rare few have managed to trick a Mister Gutsy into believing the individual is a member of the U.S. army in order to avoid conflict with one of these dangerous machines.

S	P	E	C	I	A	L
6	7	5	4	7	7	4

SKILLS			
Energy Weapons ■	4	Small Guns ■	4
Melee Weapons ■	3	Speech	1
Repair	1		*(■ Tag Skill)*

HP	INITIATIVE	DEFENSE
15	18	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
150 lbs.	+0	2

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (All)	2 (All)	Immune	Immune

ATTACKS

- **PINCER: STR + Melee** (TN 10), 4 Physical damage, Range C
- **10MM AUTO PISTOL: AGI + Small Guns** (TN 10), 5 Physical damage, Range C, Fire Rate 4, Close Quarters, Reliable, Burst
- **FLAMER: AGI + Energy Weapons** (TN 10), 3 Persistent Energy damage, Fire Rate 1, Range C

SPECIAL ABILITIES

- **ROBOT:** The Mister Gutsy is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (p.34).
- **IMMUNE TO POISON:** The Mister Gutsy reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO RADIATION:** The Mister Gutsy reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO DISEASE:** The Mister Gutsy is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.

SPECIAL ABILITIES

- **MISTER HANDY:** The Mister Gutsy has 360° vision, and improved sensory systems that can detect smells, chemicals, and radiation, reducing the difficulty of **PER** tests that rely on sight and smell by 1. It moves through jet propulsion, hovering above the ground, unaffected by difficult terrain or obstacles.
- **MISTER GUTSY:** These robots are built for warfare/ Attacks from a Mister Gutsy gain 1 damage and have Mister Gutsy Plating as standard armor. Additionally, if a character attempts a speech test to question, reason with or give the Mister Gutsy orders the difficulty of the test increases by 2 if the character is not in military uniform.

INVENTORY

- **SALVAGE:** Scavengers can salvage from a destroyed Mister Gutsy with a successful **INT + Science** test with a difficulty of 1. This yields 2d20 flamer fuel, 2d20 10mm ammunition, 2 units of common materials with +1 per AP spent, and each Effect yields 1 uncommon materials.

PROTECTRON

Level 3, Robot,
Normal Creature (24 XP)

Another one of RobCo Industries successful robots, the Protectron was designed as a multi-purpose work drone. They are capable of aiding in construction industries, offices and in public service roles. While the unit does feature laser weapons, its design is not for use in combat situations but merely to allow the robot to defend itself. Protectrons also feature the ability to self-destruct to take out their attackers. Various personalities could be programmed to the unit aside from the default, including fire brigadier, law enforcement, construction worker, medical responder, and subway steward. In the wasteland they are often encountered in both active and inactive states in many locations such as subway stations, public and office buildings, and various industrial sites.

BODY	MIND
5	5

MELEE	GUNS	OTHER
2	2	2

HP	INITIATIVE	DEFENSE
8	10	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
4 (All)	3 (All)	Immune	Immune

ATTACKS

- **CLAWS: BODY + Melee** (TN 7), 3 Physical damage
- **ARM LASERS: BODY + Melee** (TN 7), 3 Burst, Piercing 1 energy damage, Range C, Fire Rate 4
- **SELF DESTRUCT: BODY + Melee** (TN 7), 6 Physical damage, Blast

SPECIAL ABILITIES

- **ROBOT:** The Protectron is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (p.34).

SPECIAL ABILITIES

- **IMMUNE TO POISON:** The Protectron reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO RADIATION:** The Protectron reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO DISEASE:** The Protectron is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- **ARM LASERS:** If one of a Protectron's arms suffers an injury, the Fire Rate of its Arm Lasers decreases to 2. If both its arms are injured, it can no longer attack with its Arm Lasers.
- **LET RIP:** Once per combat, the Protectron may 'let rip' with a volley from their Arm Lasers. This adds the weapon's Fire Rate of 4 to the weapon's damage for a single attack (for 7 total), and allows them to use the Burst damage effect without spending ammo. If one of the Protectron's Arm Lasers is injured, this special attack decreases to 5 damage.
- **SELF-DESTRUCT:** If both of a Protectron's arms are injured, or it has been reduced to half or fewer of its maximum HP, it will move towards the nearest enemy and use its major action to self-destruct. This self-destruct is an attack centered upon itself and destroys the Protectron after it attempts this attack.

INVENTORY

- **SALVAGE:** Scavengers can salvage from a destroyed Protectron with a successful **INT + Science** test with a difficulty of 1. This yields 2 units of common materials with +1 per AP spent, and each Effect yields 1 uncommon materials.

Protectron Personalities

Across the Commonwealth you can encounter Protectrons with various personalities, programmed for different purposes. If you wish to further customize your Protectron NPCs with these personalities, you can use the following special rules:

Fire Brigadier

- **Fire Hazard Detection:** The Protectron is non-hostile unless a character is wielding a weapon which would be a fire hazard (such as a flame thrower), in this case the Protectron becomes hostile towards that individual.

Law Enforcement

- **Holster Your Weapon:** The protectron is non-hostile upon encountering it, but it becomes hostile to any character who unholsters their weapon and fires a shot, even if it is not at the Protectron, while in its presence. This Protectron will be hostile towards hostile wasteland creatures.

Construction Worker

- **Health and Safety:** The Protectron construction worker is only hostile to any character not wearing a form of helmet headgear while in its presence, or a character who attacks it.

Medical Responder

- **Defibrillator:** The Protectron medical responder will attack any hostile creatures but is otherwise friendly providing that a character does not attack it. It also gains the ability to attack creatures with the defibrillator built into its arms.
  - **Defibrillator: BODY + Melee** (TN 7), 4 Stun Energy damage

Subway Steward

- **Subway Token:** The Protectron is not hostile and will approach any character it sees and requests a subway token. If one is supplied, the Protectron remains friendly. If a character cannot produce a subway token, the Protection immediately turns hostile.

SENTRY BOT

Level 15, Robot, Normal Creature (109 XP)

The U.S. military made use of robots throughout its structure, especially in active combat roles, none were hardier or more destructive than the sentry bot. While Assaultrons prioritized melee combat, and Mister Gutsys focused on balancing speed with firepower, the sentry bot was designed to bring in heavy armor and even heavier weapons. Moving on wheels rather than legs or jet thrusters, Sentry bots are formidable, possessing heavy armor that can easily withstand direct hits from missiles and mini nukes. Their inbuilt weaponry also includes an automatic chain gun and in some cases missiles. While their design is to take out their enemies from a distance, they are also capable of melee attacks with devastating results. Some models were even equipped with self-destruct programming, both for a last-ditch attempt to take out the enemy but also to prevent the unit falling into enemy hands. Sentry bots are often found in military or scientific installations, though some models appear to have been used for non-military means, such as general security. In rare cases it is possible to find that some sentry bots, like a select few of their Mister Handy cousins, seem to have grown past their original programming (such as Ironsides who captains the USS *Constitution* and its robotic crew), or those which have been reprogrammed and are kept as domestic guard bots. In most cases however, few who come across them in the wasteland survive the encounter.

BODY	MIND	MELEE	GUNS	OTHER
10	6	4	5	4

HP	INITIATIVE	DEFENSE
40	16	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
6 (All)	5 (All)	Immune	Immune

ATTACKS

- **CHAIN GUN: BODY + Guns** (TN 15), 5 Physical damage, Burst, spread, Fire Rate 5, Gatling, Range M
- **UNARMED: BODY + Melee** (TN 14), 8 Vicious Physical damage
- **MISSILE LAUNCHER: BODY + Melee** (TN 14), 11 Physical damage, Blast, Range L

SPECIAL ABILITIES

- **ROBOT:** The Sentry bot is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (p.34).
- **IMMUNE TO POISON:** The Sentry bot reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO RADIATION:** The Sentry bot reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO DISEASE:** The Sentry bot is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- **KEEN SENSES:** One or more of the Sentry bot's senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other **PER** tests by 1 (to a minimum of 0).
- **AGGRESSIVE:** The Sentry bot is quick to action when it senses prey. When the Sentry bot enters a scene, immediately generate 1 Action Point. If the Sentry bot is an ally, then this goes into the group pool. If the it is an enemy, it goes into the GM's pool.
- **SELF-DESTRUCT:** If both of a Sentry bot's arms are injured, or it has been reduced to half or fewer of its maximum HP, it will move towards the nearest enemy and use its major action to self-destruct. This self-destruct is an attack centered upon itself and destroys the Sentry bot after it attempts this attack.

INVENTORY

- **SALVAGE:** Scavengers can salvage from a destroyed Sentry bot with a successful **INT + Science** test with a difficulty of 1. This yields 1 fusion core, 2 units of common materials with +1 per AP spent, and each Effect yields 1 uncommon material.

SUPER MUTANTS

Tall, muscular, and green skinned, super mutants are a sight known to strike fear into the heart of many wastelanders. Within the Commonwealth they originate from the Institute's failed experiments with the Forced Evolutionary Virus. Their size and powerful build makes them ferocious fighters with little sense of self-preservation, but unfortunately this is not enough for the Institute to keep them around, often leaving them out in the ruins of Boston where they become a menace to the rest of the population. Within the Commonwealth they are often found in central Boston, but many venture out further in search of new territory to call their own. While often described as having little intelligence, most super mutants are capable of speech and have a good understanding of combat tactics and live in groups that usually have a hierarchy in its social structure. Not all super mutants are vicious creatures, with some enjoying the companionship of humans. As they age, they can continue to mutate and grow in strength, with the oldest among them living long enough to become behemoths.

SUPER MUTANT

Level 5, Mutated Human, Normal Character (38 XP)

Standing at around seven-feet tall, the green skin and bulky muscular form of a super mutant is impossible to miss. Though often mocked for their intelligence, they are capable fighters and possess an understanding of weapons and armor. They are usually found in groups of at least two or more, and usually act beneath a superior super mutant who leads the group. Sometimes they can be found accompanied by mutant hounds.

S	P	E	C	I	A	L
9	5	7	4	4	5	4

SKILLS			
Big Guns	1	Survival ■	3
Melee Weapons ■	4	Unarmed	2
Small Guns	3		*(■ Tag Skill)*

HP	INITIATIVE	DEFENSE
12	10	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
240 lbs.	+2	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (All)	2 (All)	0	0

ATTACKS

- **UNARMED STRIKE: STR + Unarmed** (TN 11), 4 Physical damage
- **BOARD: STR + Melee Weapons** (TN 13), 6 Physical damage, Two-Handed
- **PIPE BOLT-ACTION RIFLE: AGI + Small Guns** (TN 8), 5 Piercing Physical damage, Range M, Fire Rate 0, Two-Handed

SPECIAL ABILITIES
■ **BARBARIAN:** +2 to Physical and Energy damage resistances (included).
■ **IMMUNE TO RADIATION:** The super mutant reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
■ **IMMUNE TO POISON:** The super mutant reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.

INVENTORY
Pipe Bolt-Action Rifle, Board, assorted human bones, Wealth 1

SUPER MUTANT BEHEMOTH

Level 18, Mutated Human, Normal Creature (130 XP)

These are the oldest and the strongest of super mutant kind. Heavily mutated, behemoths stand at nearly thirteen-feet tall. Their age and continued mutation have led them to lose the ability to speak like other super mutants, instead they often let out monstrous roars. Even other super mutants have been known to fear behemoths because of their strength and size, as well as their hostility. They carry shopping carts strapped to their back, which they use to carry around boulders or human prisoners, and often massive bats made of fire hydrants. These creatures are mostly solitary or sometimes living alongside other super mutant groups.

BODY	MIND
12	5

MELEE	GUNS	OTHER
5	—	4

HP	INITIATIVE	DEFENSE
48	17	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
8 (All)	5 (All)	Immune	8 (All)

ATTACKS

- **FIRE HYDRANT BAT: Body + Melee** (TN 17), 11 Vicious, Breaking Physical damage
- **BOULDER THROW: Body + Guns** (TN 12), 8 Vicious, Stun Physical damage, Throwing, Range M
- **MISSILE LAUNCHER: BODY + Melee** (TN 14), 11 Physical damage, Blast, Range L

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The behemoth reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO FEAR:** The behemoth cannot be intimidated or threatened in any way and will either ignore or attack anyone who attempts to threaten or intimidate it.
- **BIG:** The behemoth is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defense decreases by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.
- **AGGRESSIVE:** The behemoth is quick to action when it senses prey. When the behemoth enters a scene, immediately generate 1 Action Point. If the behemoth is an ally, then this goes into the group pool. If it is an enemy, it goes into the GM's pool.

INVENTORY

- **SCAVENGING:** Upon the behemoth's death the players can find several items and caps among its body. Roll 3d20 for the number of caps that can be found, and 4 for the number of junk items found. The body may also contain up to two weapons, and 2d20 rounds of ammunition appropriate to the weapons found, at the GM's discretion.

SUPER MUTANT BRUTE

Level 7, Mutated Human, Normal Character (52 XP)

Super mutant brutes are tougher than the ordinary Institute super mutant. They retain more of their intelligence, have an increased eloquence to their speech, and often employ better tactics in combat, such as actively looking seeking cover and looking for weak points in their enemies. They tend to carry better weapons to reflect this increased awareness and often wear heavier armor. Increased constitution and resistance to damage also exists in super mutant brutes, making them harder to put down in a fight.

S	P	E	C	I	A	L
9	5	7	4	5	5	4

SKILLS			
Athletics	1	Survival	2
Big Guns	2	Throwing	1
Melee Weapons ■	4	Unarmed	2
Small Guns	4		*(■ Tag Skill)*

HP	INITIATIVE	DEFENSE
14	10	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
240 lbs.	+2	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
4 (Head); 3 (Legs); 2 (Torso, Arms)	3 (Legs); 2 (Torso, Arms)	Immune	Immune

ATTACKS

- **UNARMED STRIKE: STR + Unarmed** (TN 11), 4 Physical damage
- **BOARD: STR + Melee Weapons** (TN 13), 6 Physical damage, Two-Handed
- **PIPE BOLT-ACTION RIFLE: AGI + Small Guns** (TN 9), 5 Piercing Physical damage, Range M, Fire Rate 0, Two-Handed

SPECIAL ABILITIES
■ **BARBARIAN:** +2 to Physical and Energy damage resistances (included).
■ **IMMUNE TO RADIATION:** The super mutant brute reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
■ **IMMUNE TO POISON:** The super mutant brute reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.

INVENTORY
Pipe Bolt-Action Rifle, Board, Assorted Human Bones, Wealth 1, Super Mutant Helmet, Super Mutant Leg Guards x2

SUPER MUTANT MASTER

Level 10, Mutated Human, Notable Character (148 XP)

Super mutant masters are higher up in the hierarchy than super mutant brutes and often have the armor, weaponry and combat experience to deserve their titles. These super mutants are almost always hostile and are equipped with much heavier and more destructive weapons, such as missile launchers and mini guns. While this kind of super mutant is often absent from smaller groups, they are almost always present within large communities.

S	P	E	C	I	A	L
10	8	8	5	6	5	5

SKILLS			
Big Guns	1	Survival ■	3
Melee Weapons ■	4	Unarmed	2
Small Guns	3		*(■ Tag Skill)*

HP	INITIATIVE	DEFENSE
23	15	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
250 lbs.	+2	–

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
4 (Head, Legs, Torso); 3 (Arms)	2 (Head), 4 (Legs, Torso); 3 (Arms)	Immune	Immune

ATTACKS
■ **UNARMED STRIKE: STR + Unarmed** (TN 12), 4 Physical damage
■ **MINIGUN: STR + Big Guns** (TN 13), 3 Physical damage, Burst, Spread, Fire Rate 5, Range M, Gatling, Inaccurate, Two-Handed OR
■ **MISSILE LAUNCHER: END + Big Guns** (TN 11), 11 Physical damage, Range L, Blast, Two-Handed

SPECIAL ABILITIES
■ **BARBARIAN:** +2 to Physical and Energy damage resistances (included).
■ **IMMUNE TO RADIATION:** The super mutant master reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
■ **IMMUNE TO POISON:** The super mutant master reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.

INVENTORY
Pipe Bolt-Action Rifle, Board, Assorted Human Bones, Wealth 1, Super Mutant Helmet, Super Mutant Leg Armor x2, Bracer x2, Light Body Armor

SUPER MUTANT SUICIDER

Level 6, Mutated Human, Normal Character (45 XP)

While most super mutants possess little fear of death, super mutant suiciders are entirely oblivious to the concept of self-preservation when in pursuit of their targets. These super mutants often accompany patrols or serve as guards. Extremely hostile, when they spot a target, they arm the explosive mini nuke they hold and rush towards their targets, aiming to reach them as the missile detonates, which inevitably leads to both the death of their prey and themselves. They usually serve under higher-ranking super mutants and serve both as weapons to cause massive destruction and deterrents to keep people away from super mutant settlements.

S	P	E	C	I	A	L
8	5	6	4	4	7	4

SKILLS			
Athletics ■	4	Sneak	1
Explosives ■	4	Survival	1
Small Guns	2	Unarmed	2
		(■ Tag Skill)	

HP	INITIATIVE	DEFENSE
12	12	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
130 lbs.	+1	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
3 (Torso); 2 (Arms, Legs, Head)	4 (Torso); 2 (Arms, Legs, Head)	Immune	Immune

ATTACKS

- **UNARMED STRIKE: STR + Unarmed** (TN 10), 4 Physical damage
- **MODIFIED MINI NUKE:** (See Special Ability), 21 Physical damage, Breaking, Radioactive, Vicious, Blast, Range C
- **PIPE BOLT-ACTION RIFLE: AGI + Small Guns** (TN 8), 5 Piercing 1 Physical damage, Range M, Fire Rate 0, Two-Handed

SPECIAL ABILITIES

- **BARBARIAN:** +2 to Physical and Energy damage resistances (included).
- **IMMUNE TO RADIATION:** The super mutant suicider reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

SPECIAL ABILITIES

- **IMMUNE TO POISON:** The super mutant suicider reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **MODIFIED MINI NUKE:** The super mutant suicider carries a modified mini nuke. Once in close range of its target it makes an **AGI + Explosives** test (TN 11) to detonate the mini nuke. Anyone within close range of the super mutant suicider, including itself, suffers its effects.

INVENTORY

Wealth 1, Chains

- If the super mutant suicider is killed before arming and detonating the mini nuke, 1 mini nuke can be looted from the body, which functions as a normal mini nuke. If the super mutant suicider is killed by the mini nuke explosion, no mini nuke can be found and instead the body yields 1 Rare Material.

SYNTHS

Created by the Institute, synths are androids who possess both mechanical and biological elements. Early generation synths bear a resemblance to humans but were nothing more than controlled intelligent AI, while third-generation synths are capable of completely impersonating and assuming a human identity, so much so that they can be programmed to believe they are human. Synths are feared by many across the wasteland thanks to the various rumors surrounding the Institute and for their ability to live among the human population without discovery. This is further influenced by the occasional discovery that an important figure within a community had been replaced by a synth, from their emotions to their memories. The ability for synths to be self-aware and capable of human intelligence and sentience also means that occasionally they escape. Groups like the Railroad believe that synths who possess this sentience are living beings and seek to free them from the Institute's control. All synths created by the Institute possess an identification number beginning with a letter, then a number, a dash and two more numbers.

Third-Generation Synth

Third-generation synths are the result of combining early synth technology with the FEV modified DNA of a pre-War human. Synths of this generation can pass as human down to the cellular level, being made from lab-grown flesh and bone, and have the all the cognitive abilities and emotional breadth as an adult human. To program and control these synths, they are fitted with a neurological implant which is impossible to remove or detect without killing the synth. Synths who break free from their programming are often referred to as liberated synths, and sometimes continue to pose as human or seek help from the Railroad to avoid recapture by the Institute. Some third-generation synths are unaware of the fact they are synths at all as part of their programming. It is this generation of synth that continues to spark fear and paranoia in the Commonwealth, as you could encounter one without ever knowing.

To create an NPC that is a third-generation Synth, make the following changes:

- Upgrade the NPC to a Major Character and add all the appropriate changes as listed on page 337.
- Add Synth Component to their inventory
- Add 1 to all DRs for all hit locations
- Add the 'Immune to Poison' and 'Robotic' special rules
- Add 1 to their Strength, Perception, and Intelligence
- **Finally add the following special rule:**
  - **Third Generation Synth:** These synths can pass as human, and any attempt to inspect them reveals them to be human. Third Generation Synths can only be identified after death by the recovery of their Synth Component. A Third Generation Synth posing as a known figure gains a bonus 2d20 to any rolls relating to impersonating the individual, including recalling knowledge and expressing their mannerisms.

SYNTH

Level 4, Robotic Synth, Normal Creature (31 XP)

These first-generation synths are usually encountered in packs of four or more in Institute-controlled or -protected areas areas. They resemble humans in form and shape only, with most not even possessing synthetic skin, instead they appear like terrifying robotic caricatures, with mechanical parts where organs would be, and metal frames for bones. While intelligent and combat capable, they do not possess the higher sentience of third-generation synths.

BODY	MIND	MELEE	GUNS	OTHER
6	5	2	2	2

HP	INITIATIVE	DEFENSE
10	11	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (Head, Legs, Arms); 1 (Torso)	3 (Head, Legs, Arms); 2 (Torso)	Immune	Immune

ATTACKS

- **INSITITUE LASER: BODY + Guns** (TN 8), 4 Vicious Energy damage, Burst, Fire Rate 3, Range M
- **SHOCK BATON: BODY + Melee** (TN 8), 5 Energy damage, Range C

SPECIAL ABILITIES

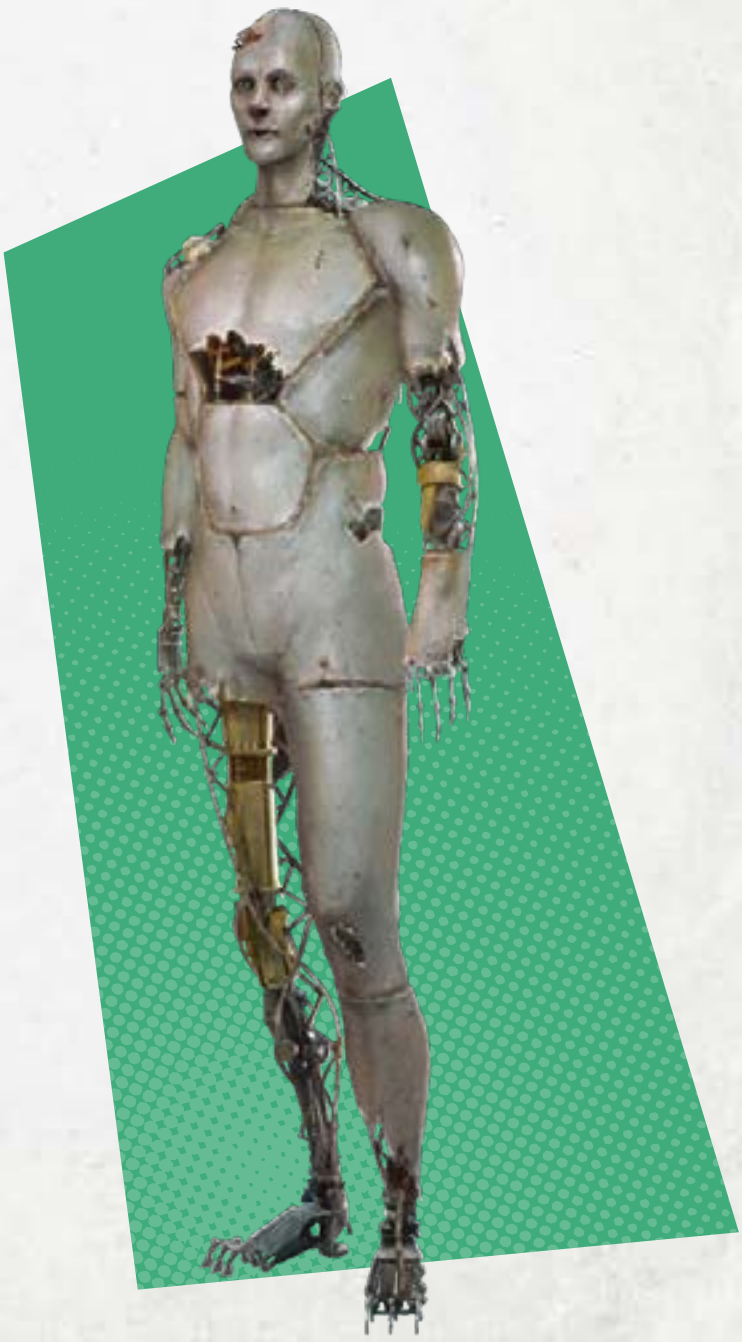
- **ROBOT:** The synth is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (p.34).
- **IMMUNE TO POISON:** The synth reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO RADIATION:** The synth reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

SPECIAL ABILITIES

- **IMMUNE TO FEAR:** The synth cannot be intimidated or threatened in any way and either ignores or attacks anyone who attempts to threaten or intimidate it.
- **IMMUNE TO DISEASE:** The synth is immune to the effects of all diseases; they never suffer the symptoms of any disease.

INVENTORY

Institute Laser Gun (Photon Exciter, Improved Barrel), Shock Baton, 3d20 Fusion Cells. Synth Leg x2, Synth Arm x2, Synth Helmet



SYNTH COURSER

Level 11, Robotic Synth, Notable Character (162 XP)

Synth coursers are feared by those who know of their existence. These third-generation synths act under the Synth Retention Bureau branch of the Institute, who send them out to reclaim escaped synths, as well as a number of other sensitive missions. Coursers are highly trained and possess abnormally high strength and constitution. When a third-generation synth is selected to become a courser, they receive upgrades to their neurological implants that gives them specialist weapons, combat, and espionage knowledge in order for them to carry out their missions. They also receive an implant of a courser chip, which allows them to be tracked and provides them the ability to teleport in and out of the Institute. Coursers all have the 'X' designation as the first letter of their identification number.

S	P	E	C	I	A	L
7	8	8	6	8	7	4

SKILLS			
Energy Weapons ■	4	Science ■	4
Lockpick	2	Sneak ■	4
Melee Weapons ■	3	Speech	3
Repair	3	Unarmed	2
			(■ Tag Skill)

HP	INITIATIVE	DEFENSE
23	17	2

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
220 lbs.	+1	2

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
4 (Arms, Legs Torso); 2 (Head)	5 (Arms, Legs Torso); 2 (Head)	Immune	Immune

ATTACKS

- **UNARMED STRIKE: STR + Unarmed** (TN 9), 2 Physical damage
- **INSITITUE LASER: AGI + Energy Weapons** (TN 11), 6 Vicious Energy damage, Burst, Fire Rate 4, Two-Handed, Range M

SPECIAL ABILITIES

- **ROBOT:** The synth courser is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (p.34).
- **IMMUNE TO POISON:** The synth courser reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO RADIATION:** The synth courser reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

SPECIAL ABILITIES

- **IMMUNE TO FEAR:** The synth courser cannot be intimidated or threatened in any way and either ignores or attacks anyone who attempts to threaten or intimidate it.
- **IMMUNE TO DISEASE:** The synth courser is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- **INSTITUTE ACCESS:** The synth courser can make use of the teleporter technology used by the Institute to enter and leave the Institute as needed.
- **THIRD-GENERATION SYNTH:** These synths can pass as human, and any attempt to inspect them reveals them to be human. Third-generation synths can only be identified after death by the recovery of their Synth Component. A Third-generation synth posing as a known figure gains a bonus 2d20 to any rolls relating to impersonating the individual, including recalling knowledge and expressing their mannerisms.

INVENTORY

Synth Component, Heavy Synth Chest Piece, Heavy Synth Arm, Heavy Synth Leg, Institute Laser Rifle (Full Stock, Boosted Photon Agitator, Improved Long Barrel)

SYNTH STRIDER

Level 7, Robotic Synth, Normal Creature (52 XP)

Synth striders are similar to ordinary synths in that they too do not possess the same sentience as those of the third generation and can also be found protecting Institute assets and locations. Striders however are second generation synths and resemble a human more than their first-generation counterparts. Often they have at least partial covering of their mechanical organs and limbs with what appears to be an early attempt at synthetic skin, though for many synths this has aged poorly and is missing in places to expose the robotics beneath. Synth striders also have faces which more closely resemble a human face, with some having near complete facial features, though they seem to lack hair. They are stronger and hardier than first-generation synths and are more capable in a fight.

BODY	MIND	MELEE	GUNS	OTHER
6	6	4	4	3

HP	INITIATIVE	DEFENSE
13	12	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
3 (All)	4 (All)	Immune	Immune

ATTACKS

- **INSITITUE LASER: BODY + Guns** (TN 10), 6 Vicious Energy damage, Burst, Fire Rate 3, Range M
- **SHOCK BATON: BODY + Melee** (TN 10), 5 Energy damage, Range C

SPECIAL ABILITIES

- **ROBOT:** The synth strider is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (p.34).
- **IMMUNE TO POISON:** The synth strider reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The synth strider reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO FEAR:** The synth strider cannot be intimidated or threatened in any way and either ignores or attacks anyone who attempts to threaten or intimidate it.
- **IMMUNE TO DISEASE:** The synth strider is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.

INVENTORY

Institute Laser Gun (Boosted Photon Agitator, Long Barrel, Short Scope), Shock Baton, 3d20 Fusion Cells, Sturdy Synth Helmet, Sturdy Synth Chest piece, Sturdy Synth Leg x2, Sturdy Synth Arm x2

SYNTH TROOPER

Level 16, Robotic Synth, Normal Creature (52 XP)

Used as the standard 'soldier' for the Institute, synth troopers are second-generation synths who are built to withstand heavy combat. While they share many similarities to other second-generation synths, such as having a full 'skin' covering and vaguely complete human features, they do not look human in the way third-generation synths do. They do however, have significant upgrades to their ability to use both ranged and melee weapons, and also wear armor which is built onto their bodies, making them significantly more durable in combat. Often one or more troopers can be in groups with other synths and synth striders, carrying Institute weaponry.

BODY	MIND	MELEE	GUNS	OTHER
10	6	5	5	5

HP	INITIATIVE	DEFENSE
26	16	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (All)	1 (All)	Immune	Immune

ATTACKS

- **INSITITUE LASER: BODY + Guns** (TN 15), 6 Vicious Energy damage, Burst, Fire Rate 3, Range M
- **SHOCK BATON: BODY + Melee** (TN 15), 5 Energy damage, Range C

SPECIAL ABILITIES

- **ROBOT:** The synth trooper is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (p.34).
- **IMMUNE TO POISON:** The synth trooper reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO RADIATION:** The synth trooper reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO DISEASE:** The synth trooper is immune to the effects of all diseases, and they will never suffer the symptoms of any disease
- **IMMUNE TO FEAR:** The synth trooper cannot be intimidated or threatened in any way and either ignores or attacks anyone who attempts to threaten or intimidate it.
- **AGGRESSIVE:** The synth trooper is quick to action when it senses prey. When the synth trooper enters a scene, immediately generate 1 Action Point. If the synth trooper is an ally, then this goes into the group pool. If it is an enemy, it goes into the GM's pool.

INVENTORY

Institute Laser Gun (Boosted Photon Agitator, Long Barrel, Short Scope), Shock Baton, 3d20 Fusion Cells, Sturdy Synth Helmet, Sturdy Synth Chest piece, Sturdy Synth Leg x2, Sturdy Synth Arm x2

TURRETS

Used by the U.S. military as automated security and by some private institutions to provide protection against trespassers, turrets can be found anywhere from government buildings, military bases and have even been repurposed and reprogrammed to defend settlement outposts and raider camps. All turrets, whether they are free-standing or wall-mounted feature enhanced targeting cards within their circuitry for precision shooting as well as biometric scanners, allowing them to distinguish friend from foe.

MACHINE GUN TURRET MK I

Level 5, Robot,
Normal Creature (38 XP)

This automated turret is a free-standing unit that can be placed on any flat, level surface which has enough room for its tripod base. The heavy armor that the turret is constructed with is often painted a dark green color and sometimes still bears the original decals labeling them as MK I models. Turrets are a formidable deterrent, firing 5.56mm rounds at a rapid pace with immense precision thanks to the advanced targeting system. These systems can be hacked and reprogrammed if the turret is connected to a terminal.

BODY	MIND	MELEE	GUNS	OTHER
6	5	—	3	—

HP	INITIATIVE	DEFENSE
11	11	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (All)	1 (All)	Immune	Immune

ATTACKS

- **MACHINE GUN: BODY + Guns** (TN 9), 5 Stun Physical damage, Range M, Burst, Fire Rate 3

SPECIAL ABILITIES

- **ROBOT:** The machine gun turret is a robot. It is immune to the effects of starvation, thirst, and suffocation. It is also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (p.34).
- **IMMUNE TO POISON:** The machine gun turret reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO RADIATION:** The machine gun turret reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO DISEASE:** The machine gun turret is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.

INVENTORY

- **SALVAGE:** Scavengers can salvage from a destroyed machine gun turret with a successful **INT + Science** test with a difficulty of 1. This yields 3d20 5.56mm rounds. Salvage also yields 2 uncommon materials.

MACHINE GUN TURRET MK III

Level 10, Robot,
Normal Creature (74 XP)

An improvement over the MK I model, the MK III was built to be much hardier, featuring improved armor plating and the use of high powered 5.56mm rounds. As with the MK I models, they also feature a dark green paint job, a tripod base, and the same enhanced targeting systems.

BODY	MIND	MELEE	GUNS	OTHER
8	5	—	4	—

HP	INITIATIVE	DEFENSE
18	13	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (All)	1 (All)	Immune	Immune

ATTACKS

- **MACHINE GUN: BODY + Guns** (TN 12), 7 Stun Physical damage, Range M, Burst, Fire Rate 3

SPECIAL ABILITIES

- **ROBOT:** The machine gun turret is a robot. It is immune to the effects of starvation, thirst, and suffocation. It is also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (p.34).
- **IMMUNE TO POISON:** The machine gun turret reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO RADIATION:** The machine gun turret reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO DISEASE:** The machine gun turret is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.

INVENTORY

- **SALVAGE:** Scavengers can salvage from a destroyed machine gun turret with a successful **INT + Science** test with a difficulty of 1. This yields 3d20 5.56mm rounds. Salvage also yields 2 uncommon materials.

MACHINE GUN TURRET MK V

Level 14, Robot,
Normal Creature (102 XP)

The MK V version of the machine gun turret is like its predecessors in many ways. These turrets however were designed to not only pepper their targets with bullets, but also to stun them as well, making them more susceptible to the heavy fire. MK V turrets use incendiary 5.56mm ammunition and can be spotted by their darker grey-green paint scheme.

BODY	MIND	MELEE	GUNS	OTHER
9	5	—	5	—

HP	INITIATIVE	DEFENSE
23	15	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
4 (All)	2 (All)	Immune	Immune

ATTACKS

- **MACHINE GUN: BODY + Guns** (TN 14), 9 Stun Physical damage, Range M, Burst, Fire Rate 3

SPECIAL ABILITIES

- **ROBOT:** The machine gun turret is a robot. It is immune to the effects of starvation, thirst, and suffocation. It is also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (p.34).
- **IMMUNE TO POISON:** The machine gun turret reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The machine gun turret reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO DISEASE:** The machine gun turret is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.

INVENTORY

- **SALVAGE:** Scavengers can salvage from a destroyed machine gun turret with a successful **INT + Science** test with a difficulty of 1. This yields 3d20 5.56mm rounds. Salvage also yields 2 uncommon materials.

MACHINE GUN TURRET (WALL MOUNT)

Level 5, Robot,
Normal Creature (38 XP)

Wall-mounted machine gun turrets are much smaller than their free-standing counterparts. They are housed in small semi-spherical cases which can be attached to walls or ceilings and if placed well can blend in with their environment easily. These smaller turrets fire 10mm ammunition but make up for their smaller bullet size with the high spread nature of their attacks and the likely hood of there being several in a single area. Although they have a small form factor, these turrets feature the same advanced targeting technology and biometric scanners as free-standing turrets.

BODY	MIND	MELEE	GUNS	OTHER
6	5	—	3	—

HP	INITIATIVE	DEFENSE
9	11	2

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (All)	1 (All)	Immune	Immune

ATTACKS

- **MACHINE GUN: BODY + Guns** (TN 9), 5 Physical damage, Range M, Burst, Fire Rate 3

SPECIAL ABILITIES

- **ROBOT:** The machine gun turret is a robot. It is immune to the effects of starvation, thirst, and suffocation. It is also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (p.34).
- **IMMUNE TO POISON:** The machine gun turret reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO RADIATION:** The machine gun turret reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO DISEASE:** The machine gun turret is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- **LITTLE:** The machine gun turret is smaller than most characters. Its normal HP is reduced to Body + ½ level (rounded up), but its Defense is increased by 1. Further, it is slain by any hit which inflicts an Injury.

INVENTORY

- **SALVAGE:** Scavengers can salvage from a destroyed machine gun turret with a successful **INT + Science** test with a difficulty of 1. This yields 3d20 10mm rounds. Salvage also yields 2 uncommon materials.

MACHINE GUN TURRET 3 SHOT (WALL MOUNT)

Level 10, Robot,
Normal Creature (74 XP)

The three-shot version of the wall-mounted machine gun turret is capable of an increased rate of fire, acting like a smaller wall mounted mini gun. It also fires 10mm ammunition but its ability to fire three rounds at once leads to an increased damage to its targets especially at close range.

BODY	MIND	MELEE	GUNS	OTHER
8	5	—	5	—

HP	INITIATIVE	DEFENSE
13	13	2

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (All)	1 (All)	Immune	Immune

ATTACKS

- **MACHINE GUN: BODY + Guns** (TN 13), 5 Physical damage, Range M, Burst, Fire Rate 3

SPECIAL ABILITIES

- **ROBOT:** The machine gun turret is a robot. It is immune to the effects of starvation, thirst, and suffocation. It is also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (p.34).
- **IMMUNE TO POISON:** The machine gun turret reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO RADIATION:** The machine gun turret reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO DISEASE:** The machine gun turret is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.

SPECIAL ABILITIES

- **LITTLE:** The machine gun turret is smaller than most characters. Its normal HP is reduced to Body + ½ level (rounded up), but its Defense is increased by 1. Further, it is slain by any hit which inflicts an Injury.

INVENTORY

- **SALVAGE:** Scavengers can salvage from a destroyed machine gun turret with a successful **INT + Science** test with a difficulty of 1. This yields 3d20 10mm rounds. Salvage also yields 2 uncommon materials.

LASER TURRET (WALL MOUNT)

Level 5, Robot,
Normal Creature (38 XP)

Laser turrets have no free-standing equivalent but have a similar construction to wall-mounted machine gun turrets. Instead of firing 10mm rounds, laser turrets fire an energy beam similar to those found in laser pistols and rifles. This variant fires a single laser repeatedly in rapid succession. Like other turrets, they guard vaults, office buildings and military bases.

BODY	MIND	MELEE	GUNS	OTHER
6	5	—	3	—

HP	INITIATIVE	DEFENSE
9	11	2

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (All)	2 (All)	Immune	Immune

ATTACKS

- **LASER GUN: BODY + Guns** (TN 9), 4 Piercing Energy damage, Range M, Burst, Fire Rate 3

SPECIAL ABILITIES

- **ROBOT:** The laser turret is a robot. It is immune to the effects of starvation, thirst, and suffocation. It is also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (p.34).
- **IMMUNE TO POISON:** The laser turret reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO RADIATION:** The laser turret reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO DISEASE:** The laser turret is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- **LITTLE:** The laser turret is smaller than most characters. Its normal HP is reduced to Body + ½ level (rounded up), but its Defense is increased by 1. Further, it is slain by any hit which inflicts an Injury.

INVENTORY

- **SALVAGE:** Scavengers can salvage from a destroyed laser turret with a successful **INT + Science** test with a difficulty of 1. This yields 3d20 fusion cells. Salvage also yields 2 uncommon materials.

LASER TURRET 3-SHOT (WALL MOUNT)

Level 10, Robot, Normal Creature (74 XP)

A variant on the standard laser turret, this 3-shot model fires rapidly enough that its speed almost match that of a Gatling laser though what they gain in damage they lose in accuracy. The spread of this weapon is greater than its single shot counterpart, making it capable of hitting several targets in a single burst.

BODY	MIND	MELEE	GUNS	OTHER
8	5	—	5	—

HP	INITIATIVE	DEFENSE
13	13	2

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (All)	2 (All)	Immune	Immune

ATTACKS

- **LASER GUN: BODY + Guns** (TN 13), 7 Piercing Energy damage, Range M, Burst, Fire Rate 3

SPECIAL ABILITIES

- **ROBOT:** The laser turret is a robot. It is immune to the effects of starvation, thirst, and suffocation. It is also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (p.34).
- **IMMUNE TO POISON:** The laser turret reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO RADIATION:** The laser turret reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO DISEASE:** The laser turret is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- **LITTLE:** The laser turret is smaller than most characters. Its normal HP is reduced to Body + ½ level (rounded up), but its Defense is increased by 1. Further, it is slain by any hit which inflicts an Injury.

INVENTORY

- **SALVAGE:** Scavengers can salvage from a destroyed laser turret with a successful **INT + Science** test with a difficulty of 1. This yields 3d20 fusion cells. Salvage also yields 2 uncommon materials.

BROTHERHOOD OF STEEL

The Brotherhood of Steel are either known as an organization committed to protecting and serving humanity, or an overzealous order who would reign as tyrants over the wasteland and its people, depending on who you asked. The Brotherhood is committed to their order and structure as well as their mission to keep dangerous technology out of the hands of the undeserving and undesirable. No matter your option on the Brotherhood of Steel, there is no denying they have a strong chain of command and a goal that unifies them. This can make them make strong allies or formidable enemies.

ELDER

Level 10, Human,
Major Character (222 XP)

Elders make up the Brotherhood of Steel's leadership council. To reach the lofty position of Elder, an individual must progress through the Brotherhood's ranks and must reach at least Paladin to be considered. While a council of Elders are responsible for the entire organization, one or more Elders may also lead their own chapters in various parts of the wasteland.

S	P	E	C	I	A	L
7	8	8	9	8	7	7

SKILLS			
Athletics	1	Repair	1
Barter	1	Science ■	4
Energy Weapons ■	4	Sneak	1
Medicine	1	Speech ■	5
Melee Weapons	2	Survival	3
Pilot	2	Unarmed	2
		(■ Tag Skill)	

HP	INITIATIVE	DEFENSE
32	19	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
220 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
3 (Arms, Legs, Torso)	2 (Arms, Legs, Torso)	1 (Arms, Legs, Torso)	0

ATTACKS

- **UNARMED STRIKE: STR + Unarmed** (TN 9), 2 Physical damage
- **LONG LASER RIFLE: AGI + Energy Weapons** (TN 11), 5 Piercing 1 Energy damage, Range M, Fire Rate 2, Two-Handed

SPECIAL ABILITIES

- **THE CHAIN THAT BINDS:** As a major action, an Elder can order a Brotherhood character of lower level to immediately perform a major action. The Elder assists that action with **CHA + Speech**.

INVENTORY

Brotherhood of Steel Uniform (Armored Battlecoat), Long Laser Rifle, Brotherhood of Steel Holotags

KNIGHT

Level 7, Human,
Normal Character (52 XP)

The rank of Knight among the Brotherhood of Steel is a much respected one. Knights are often responsible for maintaining weapons, armor, and technology within the brotherhood's possession. Reaching this rank is not easy and requires dedication and years of service. Many who reach this rank are ambitious and aspire to move upwards towards the prestigious rank of Paladin.

S	P	E	C	I	A	L
6	6	7	5	5	6	4

SKILLS			
Athletics	1	Science ■	3
Big Guns	1	Small Guns	1
Energy Weapons ■	4	Speech	2
Pilot	1	Unarmed	2
Repair	1		*(■ Tag Skill)*

HP	INITIATIVE	DEFENSE
14	12	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
110 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (All)	2 (All)	1 (All)	0

ATTACKS

- **UNARMED STRIKE: STR + Unarmed** (TN 8), 2 Physical damage
- **LONG LASER RIFLE: AGI + Energy Weapons** (TN 10), 5 Piercing 1 Energy damage, Range M, Fire Rate 2, Two-Handed

SPECIAL ABILITIES

- **THE CHAIN THAT BINDS:** As a major action, a Knight can order a Brotherhood character of lower level to immediately perform a major action. The Knight assists that action with **CHA + Speech**.
- **WELL-EQUIPPED:** Twice per combat, the Knight may 'let rip' with a volley from their Long Laser Rifle. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 7 total).

INVENTORY

Brotherhood of Steel Uniform, Full Combat Armor, Long Laser Rifle, Brotherhood of Steel Holotags

PALADIN

Level 8, Human,
Notable Character (120 XP)

Paladins are the prize soldier within the Brotherhood's forces. Equipped with Power Armor and the best weapons the Brotherhood can offer, they represent the veterans of the Brotherhood and often those who are decorated fighters. Achieving the rank of Paladin requires an individual to show both extreme devotion to the Brotherhood and have an impressive record and is a rank many aspire to achieve.

S	P	E	C	I	A	L
7 (11)	9	8	6	6	6	4

SKILLS			
Athletics	2	Science ■	3
Energy Weapons ■	4	Small Guns	2
Pilot	1	Speech	3
Repair	2	Unarmed ■	3
			(■ Tag Skill)

HP	INITIATIVE	DEFENSE
20 (10 Head, 10 Legs, 21 Torso)	17	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
360 lbs.	+3	2

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
7 (Head), 9 (Torso), 6 (Arms, Legs)	6 (Head), 8 (Torso), 5 (Arms, Legs)	7 (Head, Arms, Legs), 9 (Torso)	0

ATTACKS

- **UNARMED STRIKE: STR + Unarmed** (TN 14), 5 Physical damage
- **IMPROVED LONG LASER RIFLE: AGI + Energy Weapons** (TN 11), 6 Piercing 1 Energy damage, Range M, Fire Rate 2, Two-Handed

SPECIAL ABILITIES

- **POWER ARMOR:** A Brotherhood Paladin wears Power Armor. They use the armor's STR of 11 instead of their own. They are immune to damage from falling and inflict 3 physical damage to all creatures within Reach of their landing. They can breathe underwater and in toxic environments. See p.137.
- **THE CHAIN THAT BINDS:** As a major action, a Paladin can order a Brotherhood character of lower level to immediately perform a major action. The Paladin assists that action with **CHA + Speech**.
- **WELL-EQUIPPED:** Once per combat, the Paladin may 'let rip' with a volley from their Improved Long Laser Rifle. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 8 total)

INVENTORY

Power Armor Frame, Full Suit of T-60 Power Armor, Improved Long Laser Rifle, Brotherhood of Steel Holotags

SCRIBE

Level 4, Human, Normal Character (31 XP)

Scribes are the recordkeepers and scholars of the Brotherhood of Steel. While they can fight and receive the same basic combat training as any other member, this is not their primary role. Scribes handle the cataloguing, repair, acquisition, and study of any technology that finds its way into the Brotherhood's hands. They sometimes accompany field units if their expertise is required in retrieving or locating an artifact of importance, but most Scribes stay within the base of operations of the chapter.

S	P	E	C	I	A	L
5	6	5	5	7	5	4

SKILLS			
Energy Weapons	2	Science ■	4
Lockpick	2	Sneak	2
Medicine	1	Speech ■	2
Repair	2	Survival	1
			(■ Tag Skill)

HP	INITIATIVE	DEFENSE
9	11	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
200 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Legs, Torso)	2 (Arms, Legs, Torso)	2 (Arms, Legs, Torso)	0

ATTACKS

- **UNARMED STRIKE: STR + Unarmed** (TN 5), 5 Physical damage
- **LASER PISTOL: AGI + Energy Weapons** (TN 7), 4 Piercing 1 Energy damage, Range C, Fire Rate 2, Close Quarters

SPECIAL ABILITIES

- **THE CHAIN THAT BINDS:** As a major action, a Scribe can order a Brotherhood character of lower level to immediately perform a major action. The Scribe assists that action with **CHA + Speech**.
- **PRE-WAR EXPERTISE:** The Scribe gains a bonus d20 when making tests to examine, identify or use pre-War technology.

INVENTORY

Brotherhood Scribe's Armor, Laser Pistol, Brotherhood of Steel Holotags, Wealth 2

LANCER

Level 5, Human, Normal Character (38 XP)

The rank of Lancer denotes a member of the Brotherhood who takes on the role as a Vertibird pilot. They undergo specialist training to learn how to fly and maintain the aircraft used by the Brotherhood of Steel so that they can properly provide transport and air support. Not only do Lancers need to have a good understanding of their craft but also a good understanding of how to fly while under heavy fire. While they primarily focus on combat from the skies, they also carry laser weaponry in case they find themselves on the ground amid a firefight.

S	P	E	C	I	A	L
5	6	6	5	6	6	4

SKILLS			
Athletics	1	Pilot ■	4
Big Guns	1	Repair	3
Energy Weapons ■	3	Science	1
Explosives	1	Small Guns	1
			(■ Tag Skill)

HP	INITIATIVE	DEFENSE
11	12	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
200 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (Arms, Legs, Torso)	2 (Arms, Legs, Torso)	1 (Arms, Legs, Torso)	0

ATTACKS

- **UNARMED STRIKE: STR + Unarmed** (TN 5), 5 Physical damage
- **LONG LASER RIFLE: AGI + Energy Weapons** (TN 9), 5 Piercing 1 Energy damage, Range M, Fire Rate 2, Two-Handed

SPECIAL ABILITIES

- **THE CHAIN THAT BINDS:** As a major action, a Lancer can order a Brotherhood character of lower level to immediately perform a major action. The Lancer assists that action with **CHA + Speech**.
- **VERTIBIRD TRAINING:** The Lancer gains a bonus d20 when making tests to pilot a Vertibird

INVENTORY

Brotherhood of Steel Uniform (Bomber Jacket), Laser Rifle, Brotherhood of Steel Holotags, Wealth 2

RAIDERS

There are many groups throughout the wasteland who band together for survival at any cost. The harsh life that comes with the post-nuclear apocalypse has a habit of bringing out the worst of humanity. Raider gangs often represent some of these less-than-favorable individuals. While they are not a centralized faction, with many groups waring among themselves, the 'raider' designation is often given to any group of people who reject the peaceful ways of most settlements and instead rely on raiding, theft, violence, and murder for their survival. They often set up settlements of their own and defend them viciously, employing both personal weapons, automated turrets and even attack dogs to keep people out. Chems use is also rampant among raider groups, which is also attributed to their increased rage, paranoia, and unpredictable behavior.

RAIDER

Level 2, Human Raider, Normal Character (17 XP)

The average raider is not much of a threat on their own, but unfortunately for most travelers, they are very rarely alone. Raiders usually wear patchwork armor assembled from the belongings of their previous victims, and carry weapons salvaged from them, as well. Most are hostile to anyone outside of their own gang and will even fight raiders from other rival groups.

S	P	E	C	I	A	L
6	5	6	4	5	6	4

SKILLS			
Medicine	1	Sneak	1
Melee Weapons ■	2	Survival	1
Repair	1	Throwing	1
Small Guns ■	2	Unarmed	2
			(■ Tag Skill)

HP	INITIATIVE	DEFENSE
8	11	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
110 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Torso)	1 (Arms, Torso)	0	0

ATTACKS

- **UNARMED STRIKE: STR + Unarmed** (TN 8), 2 Physical damage
- **TIRE IRON: STR + Melee Weapons** (TN 8), 4 Physical damage
- **PIPE GUN: AGI + Small Guns** (TN 8), 3 Physical damage, Range C, Fire Rate 2, Close Quarters, Unreliable

SPECIAL ABILITIES

- **LET RIP:** Once per combat, the Raider may 'let rip' with a volley from their Pipe Gun. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 5 total).

INVENTORY

Road Leathers, Pipe Gun, Tire Iron, Wealth 1

RAIDER BOSS

Level 10, Human Raider, Major Character (222 XP)

Raider bosses tend to sit at the top of the hierarchy within a raider gang. They are usually equipped with better weapons and armor than their underlings and tend to be experienced combatants. They have often earned their position through repeated displays of strength, leadership, and bloodshed and keep it in much the same way.

S	P	E	C	I	A	L
8	9	8	8	7	8	6

SKILLS			
Athletics	2	Sneak	1
Big Guns ■	4	Speech	2
Explosives ■	2	Survival	3
Melee Weapons ■	1	Throwing	1
Repair	2	Unarmed	2
Small Guns ■	2	*(■ Tag Skill)*	

HP	INITIATIVE	DEFENSE
30	17	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
130 lbs.	+1	6

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
0 (Head), 3 (Torso), 3 (Arms), 2 (Legs)	0 (Head), 3 (Torso), 3 (Arms), 2 (Legs)	0	0

ATTACKS

- **UNARMED STRIKE: STR + Unarmed** (TN 10), 3 Physical damage
- **FRAGRENADE: AGI + Throwing** (TN 9), 6 Physical Damage, Blast, Throwing, Range M
- **HUNTING RIFLE: AGI + Small Guns** (TN 10), 6 Piercing Physical damage, Range M, Two-Handed

SPECIAL ABILITIES

- **AGGRESSIVE:** The raider boss is quick to action when it senses prey. When the boss enters a scene, immediately generate 1 Action Point. If the boss is an ally, then this goes into the group pool. If they are an enemy, it goes into the GM's pool.
- **ACTION PACKED:** The raider boss is driven and motivated and takes matters into their own hands. The raider boss begins each scene with a personal pool of 4 Action Points, which it may spend instead of drawing from other sources.

INVENTORY

Heavy Raider Chest Piece, Sturdy Raider Leg x2, Heavy Raider Arm x2, 3 Frag Grenades, Hunting Rifle, Wealth 2

RAIDER PSYCHO

Level 7, Human Raider, Normal Character (52 XP)

Aptly named for their dependence on the Psycho, these raiders are among some of the most hostile and aggressive. They opt for melee weapons in fights, using Psycho to fuel their rage and make them less susceptible to pain in close combat. Telling a raider psycho apart from others is not always easy, but they tend to lack firearms and have tougher armor that covers more of the head, arms and torso to protect them in melee combat.

S	P	E	C	I	A	L
7	6	7	4	5	6	4

SKILLS			
Athletics	1	Small Guns ■	2
Energy Weapons	1	Sneak	1
Medicine	2	Survival	2
Melee Weapons ■	3	Throwing	1
Repair	1	Unarmed	1
Science	1	*(■ Tag Skill)*	

HP	INITIATIVE	DEFENSE
14	12	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
130 lbs.	+1	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Legs, Torso)	2 (Torso), 2 (Arms, Legs)	0	0

ATTACKS

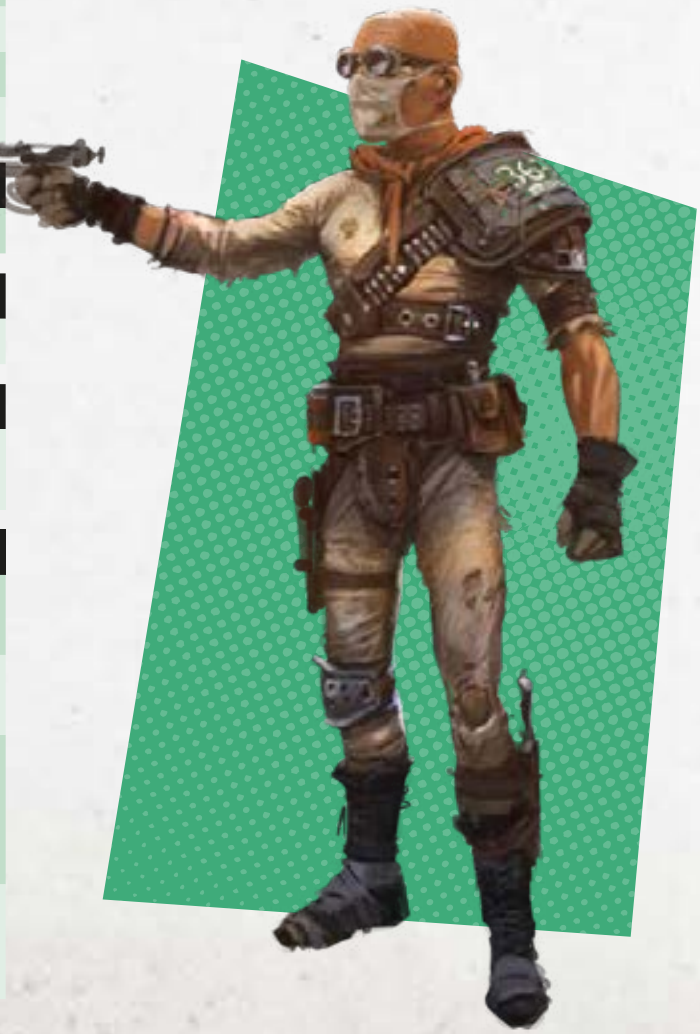
- **UNARMED STRIKE: STR + Unarmed** (TN 8), 3 Physical damage
- **MACHETE: STR + Melee Weapons** (TN 10), 4 Piercing 1 Physical damage
- **DOUBLE-BARRELLED SHOTGUN: AGI + Small Guns** (TN 8), 6 Spread, Vicious Physical damage, Range C, Inaccurate, Two-Handed
- **MOLOTOV COCKTAIL: PER + Explosives** (TN 7), 4 Persistent Energy damage, Blast, Throwing, Range M.

SPECIAL ABILITIES

- **CHEMS OR KABOOM:** A raider psycho carries either one Molotov Cocktail or one dose of Psycho. Which they are carrying is determined by which of the following actions they take first: after using one, they may not use the other in that combat.
- **MOLOTOV:** Once per combat, a raider psycho may throw a Molotov Cocktail, using the profile above.
- **PSYCHO:** A raider psycho may use a dose of Psycho as a minor action. For the remainder of the combat, the raider psycho adds +2 to all damage rolls they make and add +2 to Physical and Energy damage resistances.

INVENTORY

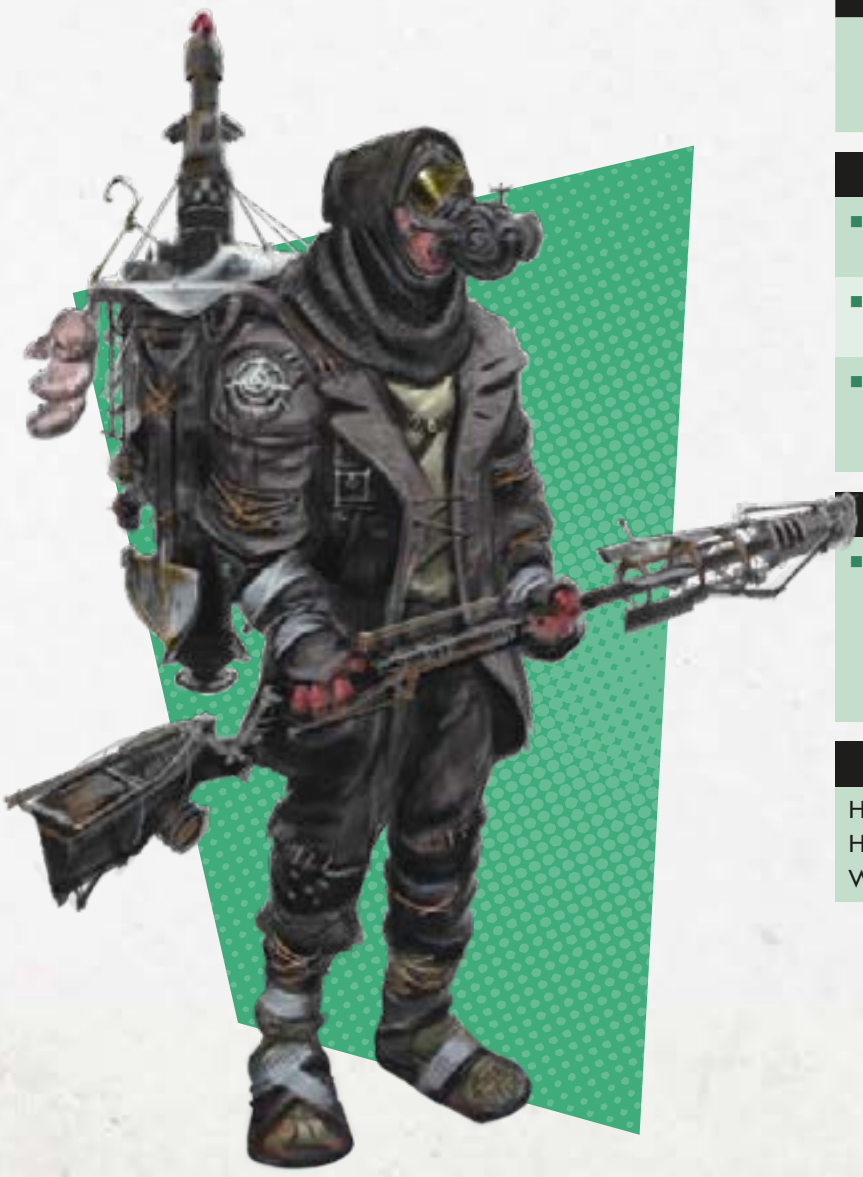
Road Leathers, Leather Chest Piece, Double-Barreled Shotgun, Machete, Wealth 1



RAIDER SCAVVER

Level 7, Human Raider, Normal Character (60 XP)

These battle-hardened raiders are often identified by their studier armor and their aggressive nature. Raider gangs with long histories, or those full of experienced members among their ranks are often made up largely of raider scavvers. One of them alone can be a challenging inconvenience, but a group of these fighters can prove to easily take the possessions and life of many a wasteland traveler.



S	P	E	C	I	A	L
6	7	6	5	5	6	4

SKILLS			
Athletics	2	Small Guns ■	3
Big Guns	1	Survival	2
Energy Weapons	2	Throwing	1
Melee Weapons ■	3	Unarmed	1
Repair	1		*(■ Tag Skill)*

HP	INITIATIVE	DEFENSE
13	13	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
3 (Arms, Torso); 2 (Legs)	3 (Arms, Torso); 2 (Legs)	0	0

ATTACKS

- **UNARMED STRIKE: STR + Unarmed** (TN 7), 2 Physical damage
- **MACHETE: STR + Melee Weapons** (TN 9), 4 Piercing Physical damage
- **COMBAT SHOTGUN: AGI + Small Guns** (TN 9), 5 Spread, Physical damage, Range C, Inaccurate, Two-Handed

SPECIAL ABILITIES

- **AGGRESSIVE:** raider scavver is quick to action when it senses prey. When the scavver enters a scene, immediately generate 1 Action Point. If the scavver is an ally, then this goes into the group pool. If they are an enemy, it goes into the GM's pool.

INVENTORY

Heavy Raider Chest Piece, Sturdy Raider Leg x2, Heavy Raider Arm x2, Combat Shotgun, Machete, Wealth 1

RAIDER VETERAN

Level 8, Human Raider, Notable Character (120 XP)

Survival in the wasteland often earns you at least a modicum of respect among your peers and that is the case for veteran raiders. The improved armor and higher-grade weaponry often point to their ability to survive and even thrive in the wasteland, making them difficult to come up against. Often both effective in combat and intelligent, they are not to be underestimated.

S	P	E	C	I	A	L
7	8	7	6	5	7	6

SKILLS			
Athletics	2	Sneak	1
Explosives	1	Speech	2
Medicine	1	Survival	2
Melee Weapons ■	4	Unarmed	2
Small Guns ■	4		*(■ Tag Skill)*

HP	INITIATIVE	DEFENSE
21	17	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs.	+1	3

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (All)	2 (All)	0	0

ATTACKS

- **UNARMED STRIKE: STR + Unarmed** (TN 9), 3 Physical damage
- **MACHETE: STR + Melee Weapons** (TN 11), 3 Piercing 1 Physical damage
- **COMBAT RIFLE: AGI + Small Guns** (TN 11), 3 Physical damage, Range M, Fire Rate 2, Two-Handed
- **MOLOTOV COCKTAIL: PER + Explosives** (TN 9), 3 Persistent, Energy damage, Blast, Throwing, Range M. (See below.)

SPECIAL ABILITIES

- **IN CHARGE:** A raider veteran may spend a minor action to order a raider of lower level within Close range to immediately perform a minor action. Alternatively, they may spend a major action to order another raider to take a major action immediately.
- **LET RIP:** Once per combat, the raider veteran may 'let rip' with a volley from their Combat Rifle. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 7 total).

INVENTORY

Spike Armor, Combat Rifle, Machete, Wealth 2

WASTELANDERS

The wasteland is filled with survivors of varying backgrounds, beliefs, and affiliations. From the merchants who keep goods moving between settlements, to the minute men helping to establish new communities, even down to the mercenaries and gunners who are out for the caps, there are a number of interesting people to encounter.

CHILDREN OF ATOM

Level 6, Human,
Normal Character (45 XP)

Some claim they are religious fanatics; others see them as a cult, but either way the Children of Atom can be found across the wasteland worshiping radioactive material and its effects. They often congregate in sites that are high in radiation, even more so if there is something physical for them to worship such as the impact crater of a nuclear bomb. Strangely, the Children of Atom seem to suffer decreased effects to radiation, with some living near sources a hundred times the safe limit without suffering sickness or ghoulification. When encountered in the wasteland they often try to spread the word of Atom, but some groups can be paranoid and turn hostile towards outsiders.

S	P	E	C	I	A	L
5	5	6	8	5	5	5

SKILLS			
Barter	1	Sneak	2
Energy Weapons	3	Speech	3
Melee Weapons	1	Survival ■	4
Repair	1		*(■ Tag Skill)*

HP	INITIATIVE	DEFENSE
14	10	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
200 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Legs, Torso)	1 (Arms, Legs, Torso)	2 (All)	0

ATTACKS

- **UNARMED: STR + Unarmed** (TN 5), 2 Physical damage
- **GAMMA GUN: AGI + Energy Weapons** (TN 8), 3 Piercing Stun Radiation damage, Fire Rate 1, Range M, Blast, Inaccurate

SPECIAL ABILITIES

- **ATOMS GLOW:** Children of Atom are used to living in some of the most radioactive parts of the wasteland, and often seem to suffer little to no effect from the radiation. Whether this is luck, genetic disposition or truly proof of Atom's existence, they gain +2 to their Radiation DR.

INVENTORY

Tough Clothing, Gamma Gun, 2d20 Gamma Rounds, Wealth 1

GUNNER

Level 6, Human,
Normal Character (45 XP)

The gunners are perhaps the most prolific of the wasteland's toughs aside from raiders. While they advertise as guns for hire, getting close enough to offer them the caps for a job can prove to be difficult. Often choosing destroyed overpasses as bases of operation with some choosing to use elevators to reach the upper levels and stay off the ground, the gunners are highly territorial. They defend the areas they occupy fiercely and are even known to use reprogrammed Assaultrons as part of their weapons arsenal.

S	P	E	C	I	A	L
5	6	6	5	5	7	4

SKILLS			
Athletics	1	Science	2
Big Guns	2	Small Guns ■	3
Energy Weapons ■	3	Survival	1
Melee Weapons	3	*(■ Tag Skill)*	

HP	INITIATIVE	DEFENSE
12	13	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
200 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms); 2 (Legs, Torso)	2 (Arms, Legs, Torso)	0	0

ATTACKS

- **UNARMED: STR + Unarmed** (TN 5), 4 Physical damage
- **LASER GUN: AGI + Energy Weapons** (TN 10), 4 Piercing Energy damage, Fire Rate 2, Range C
  OR
- **COMBAT RIFLE: AGI + Small Guns** (TN 10), 5 Physical damage, Fire Rate 2, Range M, Two-Handed

SPECIAL ABILITIES

- **LET RIP:** Once per combat, the Gunner may 'let rip' with a volley from their Combat Rifle or Laser Gun. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 7 total).

INVENTORY

Combat Armor Chest Piece, Leather Leg x2, Leather Arm x2, Combat Rifle or Laser Gun, Wealth 2

MERCENARY

Level 6, Human,
Normal Character (45 XP)

Like the gunners, there are many other individuals and groups whose weapons and violence can be bought for caps. Many can be found escorting merchants, protecting them from the dangers of raiders and wildlife, while some protect settlements or private individuals. You can expect to pay dearly for a well-trained mercenary who knows the area and its dangers well, but there are plenty who would just as quickly turn on you for the right number of caps.

S	P	E	C	I	A	L
6	6	6	5	5	6	4

SKILLS			
Athletics	1	Small Guns ■	3
Big Guns	1	Sneak ■	2
Energy Weapons	1	Speech	1
Medicine	1	Survival	1
Melee Weapons ■	2	Unarmed	1
		(■ Tag Skill)	

HP	INITIATIVE	DEFENSE
12	12	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (Arms, Legs, Torso)	2 (Arms, Legs, Torso)	0	0

ATTACKS

- **UNARMED STRIKE: STR + Unarmed** (TN 7), 2 Physical damage
- **COMBAT RIFLE: AGI + Small Guns** (TN 9), 2 Physical damage, Fire Rate 2, Range M, Two-Handed
- **DOUBLE-BARRELLED SHOTGUN: AGI + Small Guns** (TN 8), 6 Spread, Vicious Physical damage, Range C, Inaccurate, Two-Handed
- **MOLOTOV COCKTAIL: PER + Explosives** (TN 7), 4 Persistent Energy damage, Blast, Throwing, Range M. (See below.)

SPECIAL ABILITIES

- **LET RIP:** Once per combat, the Mercenary may 'let rip' with a volley from their Combat Rifle. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 7 total).

INVENTORY

Combat Armor Chest Piece, Combat Armor Leg x2, Combat Armor Arm x2, Combat Rifle, Wealth 2

Not Just Smoothskins

There are countless ghouls who live ordinary, unremarkable lives in the wastelands. These can be replicated by taking any NPC character and making the following changes:

- Replace the Human keyword with the Ghoul keyword.
- Adding the Immune to Radiation special ability).
- **Adding the following special ability:**
  - **Ghoul:** A ghoul is healed by radiation. They regain 1HP for every 3 points of Radiation damage inflicted upon them.

MINUTEMAN

Level 7, Human, Normal Character (39 XP)

Sometimes thought of as the people's militia, the Minutemen were once a prominent faction throughout the Commonwealth. Their influence has dwindled in recent years however but several them still do what they can to help those in need. From helping to establish settlements and then defending them from dangers, the sight of a Minute Man is always welcome.

S	P	E	C	I	A	L
6	7	5	7	5	5	4

SKILLS			
Athletics	1	Small Guns ■	3
Energy Weapons	3	Sneak	1
Medicine	1	Speech	2
Melee Weapons	2	Survival ■	1
Repair	2		*(■ Tag Skill)*

HP	INITIATIVE	DEFENSE
12	12	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Legs, Torso)	1 (Arms, Legs, Torso)	0	0

ATTACKS

- **UNARMED STRIKE: STR + Unarmed** (TN 6), 3 Physical damage
- **LASER MUSKET: AGI + Energy Weapons** (TN 8), 5 Piercing Energy damage, Range M, Two-Handed

SPECIAL ABILITIES

None

INVENTORY

Tough Clothing, Wealth 2

RAILROAD AGENT

Level 7, Human,
Normal Character (39 XP)

The underground faction of the Railroad seeks to liberate third-generation synths from the Institutes control. Railroad agents often work undercover, acting and dressing as discreetly as possible. They rarely act in the open, preferring to resort to subterfuge to carry out their mission. Despite this, they have no issue in taking up arms against those who might stand in their way, or stand with their enemies, such as the Brotherhood of Steel.

S	P	E	C	I	A	L
5	7	6	6	6	5	4

SKILLS			
Barter	1	Science	2
Energy Weapons	1	Small Guns ■	2
Lockpick	2	Sneak ■	3
Medicine	1	Speech	1
Melee Weapons	1	Survival	2
Repair	1	*(■ Tag Skill)*	

HP	INITIATIVE	DEFENSE
13	12	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
200 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Legs, Torso)	1 (Arms, Legs, Torso)	0	0

ATTACKS

- **UNARMED STRIKE: STR + Unarmed** (TN 5), 2 Physical damage
- **HUNTING RIFLE: AGI + Small Guns** (TN 7), 6 Piercing Energy damage, Range M, Two-Handed

SPECIAL ABILITIES

- **RAILROAD AGENT:** When working undercover, the Railroad agent gains a bonus d20 in any Speech tests where deception is involved.

INVENTORY

Tough Clothing, Wealth 2

INSTITUTE SCIENTIST

Level 7, Human,
Normal Character (39 XP)

Most of the human individuals who reside within the Institute are scientists with varying backgrounds and fields of specialty. They can oversee projects that require knowledge of everything from robotics, biology, synthetic tissue creation, physics and genetics to name just a few and are the Institute's best resource for improving and developing technology.

S	P	E	C	I	A	L
4	8	5	5	8	5	4

SKILLS			
Energy Weapons	2	Science ■	5
Medicine ■	4	Speech	3
Repair	4	*(■ Tag Skill)*	

HP	INITIATIVE	DEFENSE
12	12	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
190 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
0	0	0	0

ATTACKS

- **UNARMED STRIKE: STR + Unarmed** (TN 4), 2 Physical damage
- **INSITITUE LASER: AGI + Energy Weapons** (TN 10), 4 Vicious Energy damage, Burst, Fire Rate 3, Close Quarters, Inaccurate

SPECIAL ABILITIES

- **LAB COAT:** Between the utility of the design, and simply feeling smarter while wearing one, a lab coat allows you to re-roll a single d20 on one INT based skill test you make each scene.

INVENTORY

Lab Coat, Institute Laser, 2d20 Fusion Cells

TRADER/ CARAVAN MERCHANT

Level 4, Human,
Notable Character (62 XP)

Traders and merchant caravans can be found in almost every large settlement and traveling most major highway routes across the wasteland. In settlements some set up permanent shops for patrons to visit, using abandoned buildings or makeshift stalls to sell their wares. Some merchants prefer to travel from place to place, trading and buying at each stop and occasionally on the way to the passing traveler. Merchants rarely travel alone however, using brahmin as beasts of burden and employing mercenaries as guards. Even traders with permanent stalls often employ some form of security or have a trusty weapon tucked away for emergencies.

S	P	E	C	I	A	L
5	6	6	9	8	5	5

SKILLS			
Barter ■	4	Small Guns	3
Lockpick	1	Speech ■	3
Melee Weapons	2	Survival ■	2
Repair	1	Unarmed	2
			(■ Tag Skill)

HP	INITIATIVE	DEFENSE
15	13	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
200 lbs.	—	3

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Legs, Torso)	2 (Arms, Legs, Torso)	0	0

ATTACKS

- **UNARMED STRIKE: STR + Unarmed** (TN 7), 2 Physical damage
- **10MM AUTO PISTOL: AGI + Small Guns** (TN 8), 3 Burst Physical damage, Range C, Fire Rate 4, Close Quarters, Inaccurate

ATTACKS

- **DOUBLE-BARRELLED SHOTGUN: AGI + Small Guns** (TN 8), 6 Spread, Vicious Physical damage, Range C, Inaccurate, Two-Handed
- **MOLOTOV COCKTAIL: PER + Explosives** (TN 7), 4 Persistent Energy damage, Blast, Throwing, Range M. (See below.)

SPECIAL ABILITIES

- **LET RIP:** Once per combat, the Merchant may 'let rip' with a volley from their 10mm Auto Pistol. This adds the weapon's Fire Rate of 4 to the weapon's damage for a single attack (for 7 total), and allows them to use the Burst damage effect without spending ammo.
- **MASTER TRADER:** When making an opposed test with Barter, the merchant generates one automatic success in addition to any they roll.
- **SHOPKEEP:** The merchant is accompanied by a pack brahmin or is running a shop.They have 6d20 caps on their person for trade. The GM determines the goods available.

INVENTORY

Drifter Outfit, 10mm Auto Pistol, Wealth 6

VAULT DWELLER

Level 7, Human, Normal Character (52 XP)

Across the wastes some vaults house, or once housed, human populations. Those who lived within the vaults are known to the outside word as Vault Dwellers. For some it is a rare sight in the wasteland to see the striking blue of a Vault-Tec jumpsuit, with most vaults still being sealed or meeting a tragic fate at the fault of one of Vault-Tec's abominable experiments. There are some vaults in the commonwealth that will open their doors to outsiders for trade however, and not all populations suffered lasting ruin at the hands of the makers of the fallout shelters.

S	P	E	C	I	A	L
5	6	7	6	6	6	5

SKILLS			
Barter ■	2	Science	3
Energy Weapons	1	Small Guns ■	3
Medicine	1	Survival ■	2
Melee Weapons	2	Unarmed	1
Repair ■	2		*(■ Tag Skill)*

HP	INITIATIVE	DEFENSE
14	10	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
200 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Legs, Torso)	1 (Arms, Legs, Torso)	2 (Arms, Legs, Torso)	0

ATTACKS

- **UNARMED STRIKE: STR + Unarmed** (TN 7), 3 Physical damage
- **10MM PISTOL: AGI + Small Guns** (TN 9), 4 Physical damage, Fire Rate 2, Range C, Close Quarters, Reliable

SPECIAL ABILITIES
■ **VAULT KID:** Your healthier start to life at the hands of trained doctors and sophisticated auto-docs means you reduce the difficulty of all **END** tests to resist the effects of disease. You may also work with the gamemaster to determine what sort of experiment took place within your vault. Once per quest, the GM may introduce a complication which reflects the nature of the experiment you unwittingly took part in, or introduce a complication related to your early life of isolation and confinement within the vault. If the GM does this, you immediately regain one Luck point.
■ **EDUCATED:** You have one additional tag skill (included?).
■ **GIFTED:** You choose two S.P.E.C.I.A.L attributes and increase them by +1 (included?).

INVENTORY
Vault Jumpsuit, 10mm pistol, 2d20 10mm rounds, Wealth 2

WASTELANDER

Level 2, Human, Normal Character (17 XP)

Wastelander is the colloquial name given to the masses of individuals who roam, travel, and settle across the wasteland. Many are unextraordinary people who just seek to survive by any means necessary. Some are more competent than others when it comes to combat, while others might possess unique skills reflecting their background and life experience. They can hail from any settlement across the commonwealth and from any background.

S	P	E	C	I	A	L
7	6	7	4	5	6	4

SKILLS			
Athletics	1	Small Guns ■	2
Barter	1	Speech	1
Melee Weapons	2	Survival ■	2
Repair	1	Unarmed	1
		(■ Tag Skill)	

HP	INITIATIVE	DEFENSE
8	11	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
200 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Legs, Torso)	1 (Arms, Legs, Torso)	0	0

ATTACKS
■ **UNARMED STRIKE: STR + Unarmed** (TN 6), 2 Physical damage
■ **MACHETE: STR + Melee Weapons** (TN 7), 3 Piercing 1 Physical damage
■ **DOUBLE-BARRELLED SHOTGUN: AGI + Small Guns** (TN 8), 5 Spread, Vicious Physical damage, Range C, Inaccurate, Two-Handed

SPECIAL ABILITIES
None

INVENTORY
Road Leathers, Double-Barreled Shotgun, Wealth

ZETAN (ALIENS)

Level 8, Alien,
Normal Creature (38 XP)

Sightings of these extra-terrestrial beings have been rare in the wasteland. The Commonwealth itself is rumored to be home to the crash site of one of these alien ships. Zetans stand shorter than the average human with yellow-green skin. They are bi-pedal and have two arms that end in three elongated fingers. Their heads are pear-shaped, with an enlarged cranium, two jet black eyes, the semblance of nostrils and sharp pointed teeth. If wounded, their blood appears to be a light green color which darkens as it dries, and damage to the cranium often reveals green colored brain matter. They carry a unique alien blaster pistol which uses a technology not found on earth.

BODY	MIND	MELEE	GUNS	OTHER
7	5	0	4	2

HP	INITIATIVE	DEFENSE
14	12	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (All)	3 (All)	0	0

ATTACKS

- **ALIEN BLASTER: BODY + Guns** (TN 11), 5 Energy damage, Blast, Range C, Fire Rate 2, Reliable

SPECIAL ABILITIES

- **ALIEN:** The Zetan cannot be reasoned with or influenced by **Speech** tests.

INVENTORY

Alien Blaster, 5d20 alien blaster rounds

ASTOUNDINGLY
AWESOME
TALES
$29
#4
INVASION OF THE ZETANS

★ Chapter Eleven ★

WITH A BANG, OR A WHIMPER

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Chapter Eleven

WITH A BANG, OR A WHIMPER

With a Bang, or a Whimper is a short quest told in three acts, designed to be used with the core rules, dice, and tokens. This quest can also serve as a sequel to the *Fallout 2d20 Starter Set* campaign, *Once Upon a Time in the Commonwealth*, by setting it in the town created by the characters at the end of that quest and populating it with Non-player characters with whom the player characters are familiar.

The gamemaster should read the quest through at least once before running the game. If the GM is playing with a group new to the system, they should begin the quest with Action Points (AP) in the gamemaster's pool equal to the number of players. For an experienced team looking for more of a challenge, the GM should instead begin with two AP per player.

Adapting This Campaign's Setting and Timeline

This quest is set before the start of *Fallout 4*, in the Commonwealth, which consists of the ruins in and around Boston, Massachusetts. However, GMs familiar with the setting and lore can easily adapt the campaign to fit the needs of their game's setting and timeline.

QUEST OVERVIEW

In a hopeful and booming Commonwealth town, a string of grisly tragedies leads the town's elders to a discovery that threatens the minds and lives of everyone they know. To stop the signal that is stealing peoples' memories and driving them to psychosis, the protectors must choose to either abandon the town and let die one of the region's last bastions of hope, or confront the mysterious Institute and its vision for a world ruled by synthetics.

This quest is a murder mystery full of shocking twists, deadly encounters, and an ultimate choice that will test the characters' ideas of morality in post-apocalyptic America.

QUEST GOALS

Over the course of *With a Bang, or a Whimper*, the PCs have the opportunity to:

- Develop meaningful connections with their town and its NPCs.
- Unravel a gruesome and heart-breaking mystery.
- Discover an insidious secret about the power source that provides their town with life.
- Infiltrate an Institute facility and encounter synth replicas of themselves and the townsfolk.
- Make a decision that will greatly impact the future of the Commonwealth.

ACT ONE: A GHOULISH CRIME

Any of the notable NPCs and features of the town may easily be changed by the GM to suit the settlement they and the players envision. The town was created one year ago by the activation of a Garden of Eden Creation Kit that combined all matter within the area and transformed it into a green paradise perfect for a settlement. Before you begin the quest, ask the players the following questions about the town and their characters. The GM should encourage the players to work together to answer the following questions about their settlement:

- What is the name of the settlement?
- What are the founding principles for the settlement?
- What goods does the settlement produce?
- What types of groups and factions live in the settlement?
- What are the settlement's government and laws like?
- What are three challenges the settlement faced in its first year?
- In what capacity do each of you work for the settlement's militia?

The GM should note the group's answers and use their world-building to help flavor the quest to follow. Throughout the quest, the GM is encouraged to prompt the players with more questions to help them become invested in the well-being and world-building of their settlement.

SCENE ONE: HOME-WRECKED

The quest begins with the PCs ordered by the settlement's mayor, **Jesse Pedigrue**, to investigate a break-in at a small residential farm belonging to an old ghoul couple, **Joseph** and **Theresa**. The rest of the settlement is busy celebrating its first annual Founders' Day Celebration, and the mayor wants the matter looked into quietly.

If it better suits the quest and the world-building your group has done, Jesse could be head of the local militia instead of mayor.

PROLOGUE

The scene begins as the PCs enter the small farmhouse. Read or paraphrase the following:

> *Tonight, the town celebrates its first Founders' Day and one year of survival in the deadly wastelands outside of the ruins of Boston, known as the Commonwealth. Unfortunately, your celebrations ended early when Jesse Pedigrue, the leader of the town, informed you of a break-in at the tarberry farm on the settlement's outskirts. Jesse did not want anyone in town to panic during the party and has asked you to all investigate the break-in quietly.*
>
> *Each of you stand now just outside the small farm of Joseph and Theresa, a kind, old ghoul couple who never showed up for the celebration. Before you, the front door of the one-story adobe farmhouse is shattered into a pile of wooden scraps that lie just beyond the dark interior of the home. Lively music and the sounds of revelry drift from the center of town, just audible over the whistling winds of a coming storm.*
>
> *From within the farmhouse there is only silence.*

After the prologue, invite the players to introduce their characters. Ask each of them the following questions:

- By what name do others in town know your character?
- What is one moment from your past when you lost something important to you, and what did you lose?
- What is one moment from your past when you were pushed too far, and how did you react?
- What does your character look like as they see the grisly scene before them, and what is their demeanor?

Each time a player describes their character's demeanor in a way that seems frightened or paranoid, add two AP to the gamemaster's pool.

There are no lights on inside the house, requiring PCs to turn on a flashlight or other device if they wish to investigate. If a PC shines a light through the open doorway, they get a glimpse of a mess inside. If the PCs resist entering, add 2 AP to the gamemaster's pool and describe the sound of something like glass falling and shattering from within the house.

SCENE OF THE CRIME

When the PCs enter the farmhouse, read or paraphrase the following:

> *The small adobe farmhouse is a wreck. In the living room, furniture has been overturned, and the floor is scattered with broken picture frames, simple jewelry, and blood-soaked farm tools. A slow, quiet dripping sound draws a light to an archway leading to a quaint kitchen. On the wall, beside the archway, is an old ghoul woman wearing a bloody nightgown, her rotted skin falling away from her face in folds that flap about in the wind. A garden hoe is thrust through her sternum, impaling her to the wall.*
>
> *You recognize the impaled ghoul as Theresa. Theresa's eyes are frozen, wide with fear, and her chin is slumped down towards her chest. She's not breathing.*

Theresa was murdered while attempting to console her husband Joseph, who suffered a psychotic break. The electricity to the home has been cut, meaning PCs will have to use their flashlights to investigate. Allow each character to choose one of its three rooms to explore; they must make a **PER +** (**Medicine**, **Science**, or **Survival**) test with a difficulty of 0. Encourage players to describe how they use their chosen skill to investigate.

If a PC passes their test, allow them to spend AP to **Obtain Information**. If the PCs struggle to know what questions to ask, the GM may give them hints, or even share the answers outright.

Living Room. The living room is the most wrecked room of the house, and obviously the site of a major struggle. Answers to possible questions include:

- Theresa's face and arms are badly bruised, signs of a fierce struggle before she was impaled and killed.
- The shattered picture frames have had all the photos removed. The photos are not in the room.

Kitchen. The back door to the kitchen is wide open, rattling against its frame. The kitchen itself is mostly clean and tidy, but for an overturned drawer that has scattered utensils and knives to the ground.

- A trail of bloody footsteps leads from the living room, through the kitchen, and out the back door. The shape of the imprints suggest they were left by someone not wearing shoes.
- Beneath the counter with the overturned drawer is a large gun rack. Whatever weapon the rack held is missing.

Bedroom. The couple's bedroom is small and plain. The sliding closet door still open. On its neatly made bed is a pile of glass shards and crumpled, torn-up photos.

- The closet contains many empty hangers. Only women's' clothing and shoes are within.
- A heart-shaped tin locket is laying on one of the pillows. Inside the locket is a small photo of old man Joseph with a goofy grin. The photo in the other frame has been scratched by a sharp object and is not recognizable.

Once each of the PCs has had a chance to investigate the room of the house, the unmistakably loud noise of a shotgun blast resounds from the direction of the red barn in the backyard.

SCENE TWO: THE RED BARN

The barn in the backyard is surrounded by carefully tended tarberry fields. The wide wooden door to the barn is closed but unlatched, and the barn appears to have no windows. If the PCs noticed the bloody footsteps in the kitchen, they follow them straight to the barn door.

Joseph is inside the barn, with a loaded shotgun readied to shoot at anyone who enters. He does not respond to the PCs outside the barn if they yell through the door, but he does begin to panic and breathe heavier; the PCs may hear his breathing if they listen at the door.

ENCOUNTER-1A: OLD MAN JOSEPH

When a PC opens the door, read or paraphrase the following:

> *As the wooden barn door creaks, sliding open, an explosion resounds from inside. The smell of gun smoke drifts from the opening as the old ghoul Joseph steps into the moonlight.*

Joseph makes an attack with his double-barrel shotgun against the PC most visible through the open barn door. Resolve the attack and continue reading:

> *Joseph's eyes are wide and mad, his teeth wide with a grimace, and drool spills down from the corner of his lips. He's wearing several layers of shirts, sweaters, and jackets over top one another. The bulk of his clothing causes his jerking movements to be slow and awkward.*
>
> *Joseph's neck twitches twice to the right and his voice cracks as he calls out, "I don't **know** her! I don't know her! I- I dunno any of ya!" He raises up a smoking double barrel shotgun.*

Loss of memory has caused **Joseph** to suffer from extensive amnesia leading to a psychotic break. He's so scared and unhinged, that his actions are suicidal. He fights until he is killed, focusing all his attacks on whomever is closest to him.

Ghoul

Level 2, Mutated Human, Notable Character (34 XP)

S	P	E	C	I	A	L
7	7	8	5	5	7	4

SKILLS			
Athletics	1	Sneak	1
Melee Weapons	2	Survival ■	3
Repair ■	2	Throwing	2
Small Guns ■	1	Unarmed	1
		(■ Tag Skill)	

HP	INITIATIVE	DEFENSE
14	16	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
220 lbs.	+1	2

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Legs, Torso)	1 (Arms, Legs, Torso)	Immune	0

ATTACKS

- **UNARMED STRIKE: STR + Unarmed** (TN 8), 3 Physical damage
- **DOUBLE-BARRELED SHOTGUN: AGI + Small Guns** (TN 10), 5 Spread, Vicious Physical damage, Range C, Inaccurate, Two-Handed

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The ghoul reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **GHOUL:** A ghoul is healed by radiation. They regain 1HP for every 3 points of Radiation damage inflicted upon them.
- **HEEDLESS OF HARM:** The ghoul suffers 1 physical damage, ignoring all damage resistance, for each complication rolled. However, when the ghoul makes an attack and buys one or more dice by spending Action Points, they may re-roll 1d20.

INVENTORY

Tough clothing, Double-Barreled Shotgun, Wealth 1

UNHAPPY FOUNDERS DAY

After the encounter, the PCs find nothing out of the ordinary in the barn. They may continue to explore the house, gathering any information they missed previously. If they loot the home, they can take any mundane household items and up to 5d20 caps they find lying about.

Eventually, the GM should encourage them to report what happened to Jesse Pedigrue. The celebration is wrapping up by the time they return, and Jesse is waiting anxiously for them. He appears stricken by the news and asks the PCs to give him a day or two to decide what to tell the other settlers. The last thing Jesse wants is to stir up anti-ghoul sentiment by stoking fears that their neighbors could turn feral and murder them.

Jesse implores the PCs to quietly ask about town the next day to see if any residents have noticed anything strange about the old ghoul couple recently. Then he departs, leaving the PCs to their own devices as the town shuts down for the night.

When the group is ready to begin the next day of their investigation, proceed to *Act Two: The Plot Thickens*.

ACT TWO: THE PLOT THICKENS

During this act, the PCs can explore the town and talk to its residents. The GM can easily replace any of the locations and NPCs listed in *Scene One: More Problems* with places and people that better suit their campaign and world-building.

As the PCs meet up in town the following day, read or paraphrase the following:

The mood in town the day after the Founders Day Celebration is as cold and uncomfortable as the weather. The first frost of winter gathers on the grass, and gray clouds overhead drain the color from everything beneath them. Several townsfolk look at you and whisper amongst themselves, proving the old adage that rumors travel fast.

Jesse Pedigrue has charged you to chat with the people in town to see what they may know about Joseph and Theresa's recent behavior. There are several places that seem like a good start to your continued investigation: the town square, the tradepost, and the pub.

SCENE ONE: MORE PROBLEMS

Joseph's psychotic break isn't the first such case in town, and some residents are beginning to see a pattern. Over the past several weeks, several locals have been suffering memory loss that has caused a string of strange tragedies. The PCs investigations should lead them to the medical clinic, where they will uncover the cause of the town's problems. Once the PCs enter the clinic, proceed to *Scene Two: Stolen Memories*.

TOWN SQUARE

Any number of locals gather about the flowery grasses of the town square, sitting along the edge of its marble water fountain and chatting. With the arrival of winter, the town square today is less bustling than usual, but several recognizable faces linger or cross through the square as they go on about their daily business.

If the PCs speak to any of the locals, encourage the players to continue developing the town's setting and peoples by asking them who they find in the town square. The GM should have the players describe the locals they are speaking to, what their job is, and how their PCs know them. Take notes as the scene progresses.

Any PC who wants to get rumors about the happenings in town, and the recent behavior of Joseph and Theresa, must make a **CHA + Speech** test with a difficulty of 1. Invite them to ask the locals questions and spend AP to Obtain Information. Some answers to likely questions include:

- Joseph has not been seen at the market in several weeks. Theresa carried their goods herself and claimed that Joseph had not been feeling himself lately.
- The most popular local rumor is that Joseph went completely feral and Theresa was keeping him locked up in their home so that nobody found out. Human townsfolk appear particularly afraid that their ghoul neighbors may start 'going feral' and turn on them.
- The town's doctor was spotted visiting Joseph and Theresa's farmhouse several nights ago.

TRADEPOST

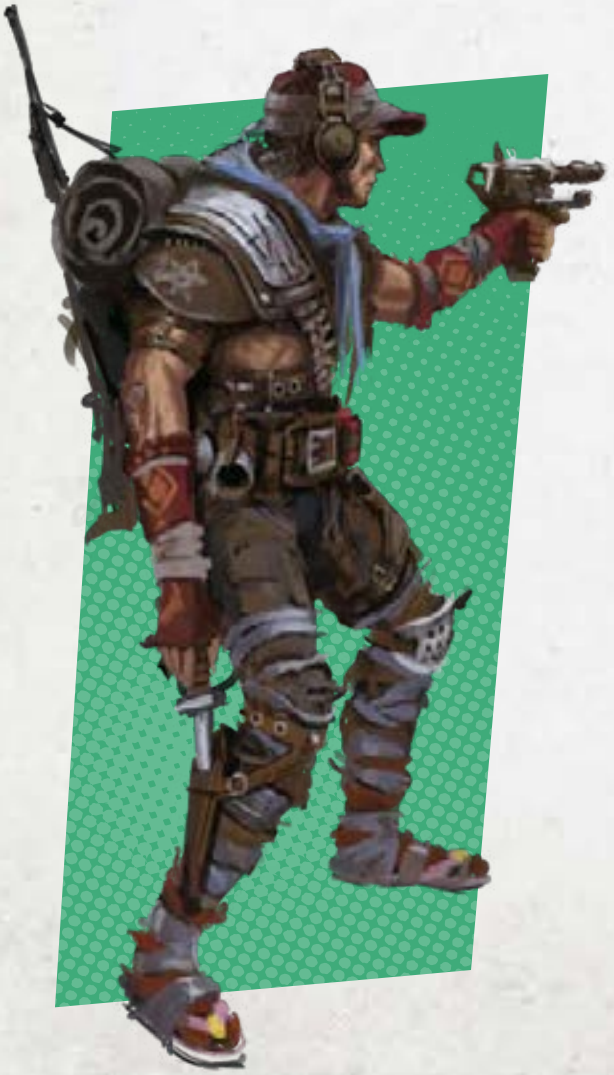
The tradepost is a medium-sized, desolate building at the edge of town, used as a makeshift marketplace for scavengers and traders from other settlements to do business. With the recent streak of cold and storms, business has not been good. Today, the only two individuals in the tradepost are its quartermaster and a leather-clad brutish-looking scavenger from Diamond City.

The GM should continue world-building by asking the players to describe the quartermaster, give them a name, and ask what sort of relationship their PCs have with them.

When the PCs approach to speak to either of the NPCs present, they witness an argument over payment break out between the two. The scavenger draws a gun. Give the PCs the opportunity to break up the fight. Some possible approaches include:

- Keeping the peace. Make a **CHA +** (**Barter** or **Speech**) test with a difficulty of 2.
- Threatening the scavenger. Make a **CHA +** (**Weapon Skill** or **Athletics**) test with a difficulty of 2.
- Disarming the scavenger. Make an **AGI + Athletics** test with a difficulty of 3.

Two of the PCs from the group may make a single test. Afterwards, the scavenger opens fire on the quartermaster, before attempting to flee the town. If the PCs choose to attack first instead, they get to act first in the encounter.



Quartermaster

Level 4, Human,
Notable Character (62 XP)

S	P	E	C	I	A	L
5	6	6	9	8	5	5

SKILLS			
Barter	4	Small Guns	3
Lockpick	1	Speech ■	3
Melee Weapons	2	Survival ■	2
Repair	1	Unarmed	2
			(■ Tag Skill)

HP	INITIATIVE	DEFENSE
15	13	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
200 lbs.	—	3

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Legs, Torso)	2 (Arms, Legs, Torso)	0	0

ATTACKS

- **UNARMED STRIKE: STR + Unarmed** (TN 7), 2 Physical damage
- **10MM AUTO PISTOL: AGI + Small Guns** (TN 8), 3 Burst physical damage, Range C, Fire Rate 4, Close Quarters, Inaccurate

SPECIAL ABILITIES

- **LET RIP:** Once per combat, the Merchant may 'let rip' with a volley from their 10mm Auto Pistol. This adds the weapon's Fire Rate of 4 to the weapon's damage for a single attack (for 7 total), and allows them to use the Burst damage effect without spending ammo.
- **MASTER TRADER:** When making an opposed test with Barter, the merchant generates one automatic success in addition to any they roll.
- **SHOPKEEP:** The merchant is accompanied by a pack brahmin or is running a shop. They have 6d20 caps on their person for trade. The GM determines the goods available.

INVENTORY

Drifter Outfit, 10mm Auto Pistol, Wealth 6

Scavenger

Level 2, Human, Normal Character (17 XP)

S	P	E	C	I	A	L
5	5	6	5	5	6	4

SKILLS			
Athletics	1	Small Guns ■	2
Barter	1	Speech	1
Melee Weapons	2	Survival ■	2
Repair	1	Unarmed	2
		(■ Tag Skill)	

HP	INITIATIVE	DEFENSE
8	11	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
200 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Legs, Torso)	1 (Arms, Legs, Torso)	0	0

ATTACKS

- **UNARMED STRIKE: STR + Unarmed** (TN 6), 2 Physical damage
- **MACHETE: STR + Melee Weapons** (TN 7), 3 Piercing 1 Physical damage
- **DOUBLE-BARRELLED SHOTGUN: AGI + Small Guns** (TN 8), 5 Spread, Vicious Physical damage, Range C, Inaccurate, Two-Handed

SPECIAL ABILITIES

None

INVENTORY

Road Leathers, Double-Barreled Shotgun, Wealth 1

After the confrontation, PCs may speak to the quartermaster and the scavenger, if either remain alive and present. They can approach the interrogation calmly or threateningly, by making a (**CHA** or **STR**) **+ Speech** test with a difficulty of 1. If a PC passes their test, they may spend AP to Obtain Information.

Questioning the quartermaster may yield the following answers:

- The quartermaster swears he's never seen the scavenger before, but that the man came in claiming the quartermaster owes him caps. When the quartermaster stood up for himself, the scavenger became irate and drew his weapon.
- The quartermaster does not remember ever meeting Theresa or Joseph, even though the PCs know that the farmers frequently traded their tarberries with the quartermaster.

Questioning the scavenger may yield the following answers:

- The scavenger claims the quartermaster owes him caps. He has a receipt proving the quartermaster owes half of the remaining payment on a shipment of Stimpaks.
- The scavenger used to buy tarberries from Joseph. The last time he saw Joseph, Joseph didn't recognize him. He acted confused, very much like the quartermaster is acting now.

The PCs can resolve the conflict at the tradepost in whatever way they see fit and fair. A PC attempting to diagnose the quartermaster's condition may make an **INT + Medicine** test with a difficulty of 2. If they pass their test, they are able to determine that the quartermaster seems to be suffering from partial amnesia. If they suggest as much to the quartermaster, they act confused, but agree to visit the medical clinic after they finish with their day's work.

PUB

The inside of the pub is decorated with string lights, ancient road signs, decommissioned jukeboxes, and other memorabilia from an America that died long ago. Currently, several locals are gathered around the circular bar, enjoying time away from work or drowning their sorrows at the bottom of a glass. The single bartender on staff today moves about quickly, engaging in light conversation as they keep up with the demand of thirsty patrons.

The PCs can sit down to drink, relax, talk amongst themselves about what the investigation has yielded so far, or converse with the bartender and other patrons present.

The patrons present don't know any helpful gossip about Joseph or Theresa, but the bartender does. Ask the players to describe the bartender, name them, and decide what sort of relationship their characters might have with them.

The bartender is only willing to dish gossip about Joseph and Theresa if the PCs agree to a drinking game. If a PC drinks a shot of moonshine and can ask a question afterwards without slurring their words, the bartender will answer that question. Once a PC slurs their question, the bartender will answer no further questions from that character. Each shot of moonshine costs 3 caps (plus tip!)

After drinking a shot, to ask a question a PC must succeed at an **END + Speech** test with a difficulty equal to 1 + the number of shots they've had. Some meaningful answers the bartender might divulge include:

- Recently, Theresa stopped by the pub almost daily when she finished her work for the day. She stayed late, drank a lot, and seemed troubled.
- Joseph wandered in three nights ago, didn't know where he was, and violently attacked the local doctor. Joseph nearly killed the doctor, before running out of the pub screaming.
- Lots of regulars have been acting very strange lately, including the local doctor. The bartender thinks it's some sort of flu or fever that's going around, something "real nasty".

SCENE TWO: STOLEN MEMORIES

When the PCs enter the clinic, read or paraphrase the following:

The clinic's sterile sitting room is flanked by a door on one side, and a long hallway leading to four curtained rooms on the other side. There is nobody sitting at the desk as you enter, but the PCs can hear the sounds of gentle weeping out of the back hallway.

INSIDE THE CLINIC

Allow the PCs to investigate the small clinic freely. Each of the treatment rooms contains a metal desk, cupboards stocked with 2 Stimpaks, and a small bed covered in white sheets.

Front Desk. Atop the desk in the sitting room are several files that suggest that there is an alarming number of new cases involving town residents having trouble with memory and sudden bursts of irrational behavior.

A supply cabinet sits behind the desk, securely locked. A PC may pick the lock by making a **PER + Lockpick** test with a difficulty of 2. If they pass their test, they can find three Mentats, two Stimpaks, and two RadAway.

Room One. The room is empty and recently cleaned.

Room Two. The bed in the room is occupied by a seven-year-old boy staring vacantly up at the ceiling, his eyes wide and distant. The PCs recognize him as the son of a local wood craftsman. If the PCs ask the boy any questions, he avoids their gaze and only answers with a single word: "Who?"

Room Three. The third room is empty. The sheets on the bed are stained with fresh blood.

Room Four. The fourth room contains the clinic's doctor. Invite the players to describe what the doctor looks like, name them, and describe their characters' relationships to the doctor.

The doctor is sobbing and clutching a clipboard to their chest. They appear extremely troubled and as though they haven't slept in days. When confronted, they tell the PCs to leave them alone. To convince the doctor to talk, a PC must make a (**CHA** or **INT**) + **Speech** test with a difficulty of 0 to calm them down first. If a PC passes their test, invite them to spend AP to Obtain Information.

Answers to possible questions the doctor may be asked include:

- Joseph was the first patient they treated that showed symptoms of memory loss and irrational behavior. Over the past several days, the doctor has dealt with a dozen other similar cases of memory loss, several of which have led to full on psychotic breaks, disappearances, murders, catatonia, and suicide.
- The doctor originally believed their patients' memory loss to be viral in nature due to its exponentially increasing rate over the past two weeks. However, they have determined that the cause of the problem is a side-effect of a hidden device within the town's cold fusion power generator.
- Accessing the device without destroying the generator is impossible. The only hope to stop the effects is to shut down the generator. But since the generator is the only source of power capable of managing the Garden of Eden Creation Kit's systems and creating sustainable electricity, shutting it down would be the end of the settlement; its residents would likely have to relocate entirely.
- The doctor has uncovered a signal actively transmitting by the hidden device to specific coordinates in the wilderness nearby. He does not know what the purpose of the signal is, or what lies at the coordinates.
- After the conversation is over, the doctor appears to get confused. They mumble, *"Damn, damn. What was I doing again? I can't remember."*

If the PCs remind them of where they are and what is happening, the doctor admits that they've also been experiencing memory loss over the past few days. The doctor gives the PCs the clipboard, which contains their patient notes and the signal's coordinates. They tell the PCs that if there's a way to save the town without relocating, it may have to do with discovering the meaning of the signal.

RETURNING TO THE SITTING ROOM

When the PCs leave Room Four and return to the clinic's waiting room, read or paraphrase the following:

> *The clinic's sitting room is no longer empty when you return. Several townsfolk, your friends, and neighbors, stand between you and its door. They watch you emerge from the hallway with emotionless eyes, and with guns in their hands.*
>
> *Among the townsfolk is Jesse Pedigrue. He steps forward, tilts his head slightly to the left, and speaks in a strange, whispering voice that you have never heard before. "Come on snakes. Let's rattle."*
>
> *In perfect unison, Jesse and the townsfolk raise their weapons and aim them at you.*

ENCOUNTER-2A: FRIENDS AND MURDERERS

The GM should describe the townsfolk by using their notes of the characters the players have described throughout the course of this act. There is no hint of recognition, friendship, or empathy in the attackers' eyes now. These residents, including Jesse, have been replaced by identical synth replicas in service of the nefarious Institute.

The Institute's Master Plan

If the players previously played the ***Fallout: The Roleplaying Game Starter Kit*** quest, *Once Upon a Time in the Commonwealth*, the GM may stir up the memories of Rast and his betrayal. The Institute has infiltrated their settlement and hijacked the Vault-Tec experimental device located in the cold fusion power generator. The device is stealing the memories of the town's residents and sending them via signal to a nearby compound, where the Institute is downloading the memories to create better synthetic copies of the town's residents.

The Institute's goal is to replace the entire town with perfect copies. They will then turn the settlement into a beacon of hope in the Commonwealth, drawing in other humans so that they may replace them with synthetic replicas as well.

There are a number of **synth replicas** equal to the number of PCs in the group, including **Jesse Pedigrue**. At the start of each turn, the GM can spend 2 AP to have another replica enter the clinic and attack. When a replica is destroyed, it explodes in a shower of metal and sparks. Describe the gunfight cinematically, with each shot adding to the carnage and complete destruction of the clinic.

At the end of the first round of the encounter, the doctor runs out of Room Four and into Room Two, to protect the catatonic boy.

Synth Replica

Level 4, Robotic Synth, Normal Creature (31 XP)

BODY	MIND	MELEE	GUNS	OTHER
6	5	2	2	2

HP	INITIATIVE	DEFENSE
10	11	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (Head, Legs, Arms); 1 (Torso)	3 (Head, Legs, Arms); 2 (Torso)	Immune	Immune

ATTACKS

- **INSTITUTE LASER: BODY + Guns** (TN 8), 4 Vicious Energy damage, Range C, Burst, Fire Rate 3, Close Quarters, Inaccurate
- **SHOCK BATON: BODY + Melee** (TN 8), 5 Energy damage, Range C

SPECIAL ABILITIES

- **ROBOT:** The synth is a robot. They are immune to the effects of starvation, thirst and suffocation. They are also immune to poison and radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (p.34).
- **IMMUNE TO POISON:** The synth reduces all poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO RADIATION:** The synth reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO FEAR:** The synth cannot be intimidated or threatened in any way and either ignores or attacks anyone who attempts to threaten or intimidate it.
- **IMMUNE TO DISEASE:** The synth is immune to the effects of all diseases; they never suffer the symptoms of any disease.

INVENTORY

Institute Laser Gun (Photon Exciter, Improved Barrel), Shock Baton, 3d20 Fusion Cells. Synth Leg x2, Synth Arm x2, Synth Helmet x1

Jessie Pedigrue, Synth Replica

Level 4, Human,
Notable Character (62 XP)

S	P	E	C	I	A	L
6	7	7	6	6	7	5

SKILLS			
Athletics	2	Sneak	1
Energy Weapons ■	3	Speech ■	2
Melee Weapons	2	Survival	1
Repair	1	Unarmed	1
Science ■	3		*(■ Tag Skill)*

HP	INITIATIVE	DEFENSE
16	16	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs.	—	3

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Legs, Torso)	1 (Arms, Legs, Torso)	Immune	Immune

ATTACKS

- **UNARMED STRIKE: STR + Unarmed** (TN 7), 2 Physical damage
- **STUN BATON: STR + Melee Weapons** (TN 8), 6 Stun energy damage
- **MODIFIED INSTITUTE LASER PISTOL: PER + Energy Weapons** (TN 10), 3 Burst, Vicious energy damage, Range C, Fire Rate 3, Close Quarters, Inaccurate

SPECIAL ABILITIES

- **ROBOT:** The synth is a robot. They are immune to the effects of starvation, thirst and suffocation. They are also immune to poison and radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (p.34).
- **IMMUNE TO POISON:** The synth reduces all poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO RADIATION:** The synth reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO FEAR:** The synth cannot be intimidated or threatened in any way and either ignores or attacks anyone who attempts to threaten or intimidate it.
- **IMMUNE TO DISEASE:** The synth is immune to the effects of all diseases; they never suffer the symptoms of any disease.
- **THIRD-GENERATION SYNTH:** These synths can pass as human, and any attempt to inspect them reveals them to be human. Third-generation synths can only be identified after death by the recovery of their Synth Component. A third-generation synth posing as a known figure gains a bonus 2d20 to any rolls relating to impersonating the individual, including recalling knowledge and expressing their mannerisms.
- **LET RIP:** Once per combat, the synth may 'let rip' with a volley from their Institute Laser Pistol. This adds the weapon's Fire Rate of 3 to the weapon's damage for a single attack (for 6 total) and allows them to use the Burst damage effect without spending ammo.

INVENTORY

Tough Clothing, Modified Institute Laser Pistol (Photon Exciter), Wealth 2

In the aftermath of the massive gunfight, the true townsfolk look to the PCs to lead them and save the settlement. Paranoia of synth replicas is high, and people are afraid. The GM should prompt the players to describe what the rest of the day is like, what their plan for saving the town is, and who they talk to. This is a perfect opportunity for roleplay between the PCs and the town's NPCs, and a chance for the players to take ownership of their characters' settlement.

If the PCs are at a loss for what to do next, the townspeople encourage the PCs to investigate the source of the signal. They may prepare for their trip by buying any standard equipment and weapons; the town's traders will sell PCs gear for 25% of the regular price due to the desperation of the situation. Once the PCs are prepared, they must travel half a day out of town to the coordinates given to them by the doctor, proceeding to *Act Three: The Institute*.

It is possible for the PCs to choose to abandon the town, relocate its people, or even destroy its generator and try to survive without access to the G.E.C.K.'s technology and power source. If they do not investigate the coordinates, proceed to the sub-chapter *Conclusion* at the end of this quest.

ACT THREE: THE INSTITUTE

At the start of the act, the PCs reach their destination around mid-day, using the coordinates uncovered by the town's doctor. Read or paraphrase the following:

> *After a half day's journey, following the doctor's coordinates, you arrive at a small, though heavily fortified compound located in the middle of nowhere. Tall, pale grass sways in the chilly breeze. Beyond the grass is a steel building with no windows and a single, wide metal door. Several armed raiders appear to be on guard outside of the door, chatting with each other and keeping warm by standing next to several barrels that contain blazing fires.*

SCENE ONE: BREAKING AND ENTERING

The PCs must decide how to get into the compound. They can shoot their way in through the main entrance, or sneak around to find an alternative way in. If they approach the synth replica guards posing as Gunners at the entrance, the synths act friendly and allow them to get close, before suddenly opening fire; proceed to *Encounter-3A: Synth Guards*.

THE OLD-FASHIONED WAY

The synths are well-equipped to sight potential threats from far away. The PCs may attempt to get close enough to make a surprise attack; to do so, each PC quietly moving into range to attack must make an **AGI + Stealth** test with a difficulty of 1. Any PC who passes their test gains the benefit of a surprise attack in the following encounter. If a PC fails their test, the synths immediately open fire as soon as they enter range. In either case, proceed to *Encounter-3A: Synth Guards*.

SNEAKING INTO THE COMPOUND

Getting close enough to the compound to look for an alternate entrance without being spotted proves difficult. Each PC approaching the compound quietly must make an **AGI + Stealth** test with a difficulty of 1.

If a PC passes their test, they can look for another way inside by making a **PER + Repair** test with a difficulty of 2. A PC who passes this test notices the open airduct near the corner of the compound is silent and not cycling any air. It's large enough that even a super mutant could climb through it.

Once all of the PCs have reached the compound without being spotted, and the air duct entrance has been uncovered, each PC must still manage to climb up the building to enter the duct without drawing attention to themselves. To do so, each PC must make an **AGI + Stealth** test with a difficulty of 2. If all the

PCs succeed, they climb through the air vent and find an exit into the compound proper; proceed to *Scene Two: Our Town.*

If any PC fails a stealth test during this section, the synth guards notice them and immediately attack; proceed to *Encounter-3A: Synth Guards.*

ENCOUNTER-3A: SYNTH GUARDS

The **synth striders** are more well-equipped than the replicas that the PCs faced in town and fight to the death to keep humans out of the Institute's secret compound. There are a number of guards equal to half the number of PCs (rounded up). As soon as the fight begins, a silent alarm goes out throughout the compound, alerting its chief scientist of the intrusion. The GM may add more synth guards to the encounter at the start of each round by spending 3 AP per synth guard.

As before, each time one of the synths is destroyed, it explodes in a bright flash of metal and fire. After the fight is over, the PCs can enter the compound.

Synth Strider

Level 7, Robotic Synth, Normal Creature (52 XP)

BODY	MIND	MELEE	GUNS	OTHER
6	6	4	4	3

HP	INITIATIVE	DEFENSE
13	12	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
3 (All)	4 (All)	Immune	Immune

ATTACKS

- **INSTITUTE LASER: BODY + Guns** (TN 10), 6 Vicious Energy damage, Burst, Fire Rate 3, Range M
- **SHOCK BATON: BODY + Melee** (TN 10), 5 Energy damage, Melee Weapon

SPECIAL ABILITIES

- **ROBOT:** The synth strider is a robot. They are immune to the effects of starvation, thirst, suffocation. They are also immune to poison and radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (p.34).
- **IMMUNE TO POISON:** The synth strider reduces all poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO RADIATION:** The synth strider reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO FEAR:** The synth strider cannot be intimidated or threatened in any way and either ignores or attacks anyone who attempts to threaten or intimidate it.
- **IMMUNE TO DISEASE:** The synth strider is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- **LET RIP:** Once per combat, the synth strider may 'let rip' with a volley from their Institute Laser. This adds the weapon's Fire Rate of 3 to the weapon's damage for a single attack (for 9 total) and allows them to use the Burst damage effect without spending ammo.

INVENTORY

Institute Laser Gun, Shock Baton, 3d20 Fusion Cells, Sturdy Synth Helmet x1, Sturdy Synth Chest Piece x1, Sturdy Synth Leg x2, Sturdy Synth Arm x2

SCENE TWO: OUR TOWN

When the PCs enter the compound, read or paraphrase the following:

The inside of the fortified compound is an unexpected sight. Artificial sunlight shines down from the ceiling, filling the single, large room with its warmth. At the center of the room is a tall, spiraling machine of blinking lights that looks almost alien in origin. Around the machine is the flowery grass and buildings of your town's central square; every detail is perfect, down to scratches of lovers' names in the trunk of a replicated tree. Wandering the fake town square, going about their business and having conversations as though everything were ordinary, are a number of figures that are identical to people you know from town.

As you take in the unsettling sight, a quiet, nasally voice speaks from behind you. "I see that you have found my little miracle. Ah, how wonderful." The older fellow speaking is diminutive and physically weak in appearance. He wears a clean white lab coat and holds a mini-computer in one hand.

He coughs twice and gestures to the faux town square. "I'm one of the Institute's Chief Scientists. Come, friends, please, please! Let me show you around. I believe you will find my work... absolutely fascinating."

The Institute's Chief Scientist of this compound has been working furiously to bring the shadow faction's bleak vision for the future to life. Despite being a human, he has a secret disdain for other humans, much preferring his "perfect creations." However, he is entirely aware of the threat the PCs pose to his project, still in its infancy. Instead of ordering the replicas to attack, he allows them to continue living out their practice lives and invites the PCs to see his work. If they refuse, he appears disappointed, and orders the replicas to attack, triggering *Encounter-3B: Just Like Us*.

THE DEVIL'S BARGAIN

If the PCs allow the Chief Scientist to show them the compound, they find that it is an exact replica of town square. The GM is encouraged to use the notes they have taken during previous scenes and the PCs' backgrounds to create an uncomfortable sense of deja vu as the PCs witness the compound and its replicas.

The Chief Scientist leads them to the edge of the compound, where he reveals replicas of the PCs themselves. The PCs' replicas are incomplete, lacking their full memories. They walk around aimlessly, like zombies, and only snapping from their daze to appear frightened if accosted by a PC wearing their same face. Once the PCs have seen their replicas, the Chief Scientist explains the Institute's Master Plan. Humanity is nearly extinct, but synthetic replicas mean that the spirit of humanity can live on in cybernetic bodies capable of surviving nuclear fallout, radiation, and the monstrous threats the world poses.

After discussing his work with the PCs, the Chief Scientist offers them a simple choice: abandon the town to relocate its people elsewhere, but leave the G.E.C.K. and its generator. The Chief Scientist promises to take the technology and leave the Commonwealth to proceed with his grand experiment in another part of the country. He is willing to make some compromises but will not go so far as to allow the PCs to harm the replicas or remain in their settlement.

If the PCs are unwilling to compromise, or if they attack, proceed to *Encounter-3B: Just Like Us*. If the PCs strike a suitable bargain with the Chief Scientist, he allows them to leave; proceed to *Conclusions*.

ENCOUNTER-3B: JUST LIKE US

The GM should play up the terror of the PCs having to fight synthetic copies of themselves and their friends and neighbors. There are a number of **synth replicas** equal to two times the number of PCs in the group, including the replicas of the PCs themselves. On his turn, the Chief Scientist attempts to flee the compound; if no one stops him by the end of his third turn, he escapes out into the wilderness.

Incomplete Synth

Level 2, Robotic Synth,
Normal Creature (31 XP)

BODY	MIND
5	4

MELEE	GUNS	OTHER
2	1	1

HP	INITIATIVE	DEFENSE
8	9	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
0	0	Immune	Immune

ATTACKS

- **UNARMED: BODY + Melee** (TN 7), 2 Physical damage, Range C

SPECIAL ABILITIES

- **ROBOT:** The synth is a robot. They are immune to the effects of starvation, thirst and suffocation. They are also immune to poison and radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (p.34).
- **IMMUNE TO POISON:** The synth reduces all poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO RADIATION:** The synth reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO FEAR:** The synth cannot be intimidated or threatened in any way and either ignores or attacks anyone who attempts to threaten or intimidate it.
- **IMMUNE TO DISEASE:** The synth is immune to the effects of all diseases; they never suffer the symptoms of any disease.

INVENTORY

- **SALVAGE:** Salvaging an incomplete synth yields 2 uncommon materials.

Chief Scientist

Level 2, Human,
Notable Character (34 XP)

S	P	E	C	I	A	L
5	7	6	6	8	5	6

SKILLS			
Barter	1	Science ■	4
Energy Weapons ■	1	Sneak	1
Explosives	1	Speech	1
Medicine	2	Survival	1
Repair ■	2	*(■ Tag Skill)*	

HP	INITIATIVE	DEFENSE
14	14	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
200 lbs.	—	3

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
0	0	0	0

ATTACKS

- **UNARMED STRIKE: STR + Unarmed** (TN 5), 2 Physical damage
- **INSTITUTE LASER PISTOL: PER + Energy Weapons** (TN 9), 3 Burst Energy damage, Range C, Close Quarters, Inaccurate

SPECIAL ABILITIES

- **LET RIP:** Once per combat, the chief scientist may 'let rip' with a volley from their Institute Laser Pistol. This adds the weapon's Fire Rate of 3 to the weapon's damage for a single attack (for 6 total) and allows them to use the Burst damage effect without spending ammo.
- **Protect Me!** When attacked while at least one robotic synth is within the same zone, the chief scientist may spend 1 Luck point to increase their Defence by +2 against that attack.

INVENTORY

Labcoat, Institute Laser Pistol, Robot Repair Kit, Stimpak, Dose of Mentats, Wealth 3

These first-generation synths are usually encountered in packs of four or more in Institute-controlled or protected areas. They resemble humans in form and shape only, with most not even possessing synthetic skin, instead they appear like terrifying robotic caricatures, with mechanical parts where organs would be, and metal frames for bones. While intelligent and combat capable, they do not possess the higher sentience of third generation synths.

Synth Replicas

Level 4, Robotic Synth, Normal Creature (31 XP)

BODY	MIND	MELEE	GUNS	OTHER
6	5	2	2	2

HP	INITIATIVE	DEFENSE
10	11	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (Head, Legs, Arms); 1 (Torso)	3 (Head, Legs, Arms); 2 (Torso)	Immune	Immune

ATTACKS

- **INSTITUTE LASER: BODY + Guns** (TN 8), 4 Vicious Energy damage, Range C, Burst, Fire Rate 3, Close Quarters, Inaccurate
- **SHOCK BATON: BODY + Melee** (TN 8), 5 Energy damage, Range C

SPECIAL ABILITIES

- **ROBOT:** The synth is a robot. They are immune to the effects of starvation, thirst, suffocation. They are also immune to poison and radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (p.34).
- **IMMUNE TO POISON:** The synth reduces all poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO RADIATION:** The synth reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

SPECIAL ABILITIES

- **IMMUNE TO FEAR:** The synth cannot be intimidated or threatened in any way and will either ignore or attack anyone who attempts to threaten or intimidate it.
- **IMMUNE TO DISEASE:** The synth is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- **THIRD-GENERATION SYNTH:** These synths can pass as human, and any attempt to inspect them reveals them to be human. Third-generation synths can only be identified after death by the recovery of their Synth Component. A third-generation synth posing as a known figure gains a bonus 2d20 to any rolls relating to impersonating the individual, including recalling knowledge and expressing their mannerisms.
- **DOPPELGANGERS:** Some of the synth replicas are built to replicate the player characters! Replace the attacks for a doppelganger with the weapons used by the player character they are replicating. In addition, a doppelganger gains +1 Defense against any attacks made by the PC they are replicating: it's just too weird to attack someone that looks just like you.

INVENTORY

Institute Laser Gun (Photon Exciter, Improved Barrel), Shock Baton, 3d20 Fusion Cells, Synth Leg x2, Synth Arm x2, Synth Helmet x1

The PCs may choose to target the information core at the center of the compound that is downloading the townsfolk's memories. It has a defense rating of 2 and 15 health points. If they manage to destroy it, it erupts in a massive explosion that deals 5 energy damage to all characters within the same zone. After its destruction, the synth replicas function erratically and may only attack each round if the GM spends 1 AP. If the GM does not spend AP this way, the replicas go eerily catatonic, freezing in whatever positions they previously held.

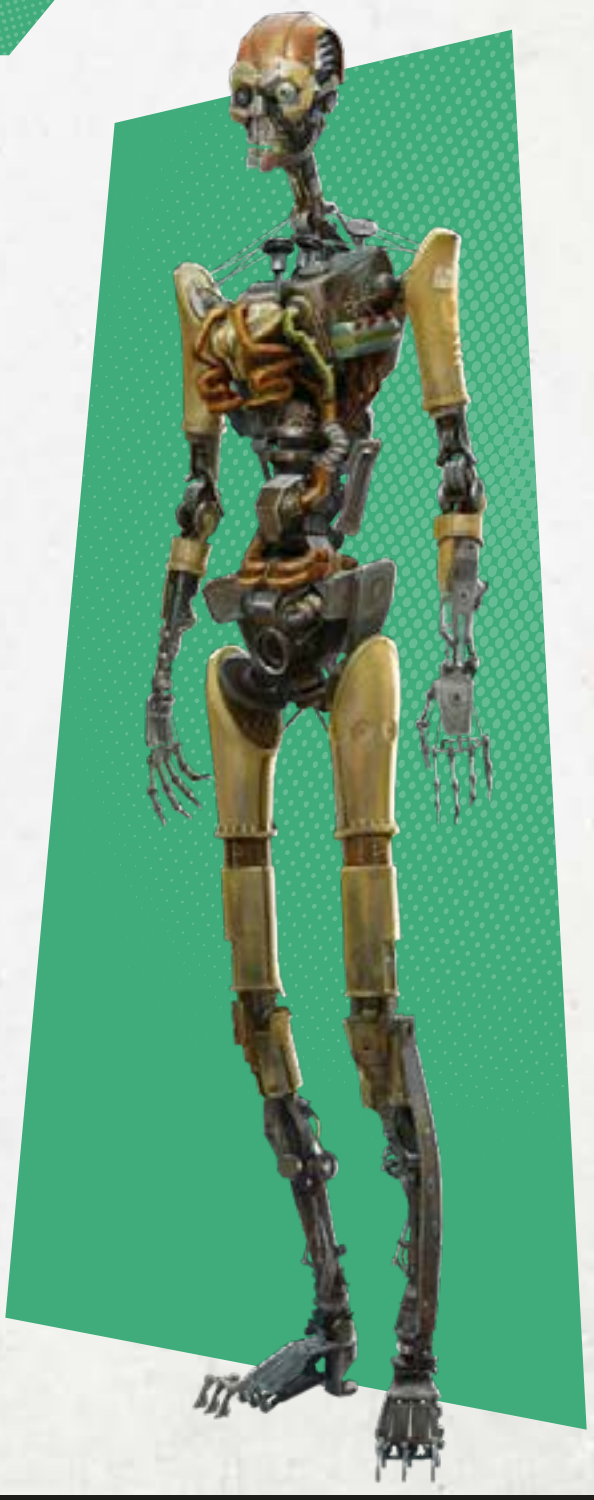
Destroying the information core shuts down the signal stealing the settlers' memories, and effectively ends the threat against the town.

CONCLUSION

If the PCs accept the Chief Scientist's bargain, they can return to the town and try to convince its people to disperse and look for a new home in the Commonwealth, though many of the townsfolk might refuse to leave. Any characters, including the PCs, who decide to stay in the town will continue to lose their memories until they go insane and the town falls to violent chaos.

If the PCs do not blow up the information core, they can still save the townsfolk from losing their memories if they shut down or destroy the cold fusion generator. This marks them forever as an enemy to the Institute, and synthetic replicas of the townsfolk will siege the town, staging a massive battle for the future of the settlement.

If the PCs destroy the compound's information core and save their town from going insane, the Institute's influence in the region becomes weakened, but only for a short period of time. The PCs must deal with leading the town and the settlers' paranoia that any of them could be replaced by synthetic replicas at any time. The PCs may look for allies to help them deal with the Institute, leading to future quests with the Brotherhood of Steel or The Railroad.



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Nuka
Cola

Fallout
THE ROLEPLAYING GAME

CHARACTER NAME

XP EARNED	
XP TO NEXT LEVEL	
ORIGIN	

LEVEL

STRENGTH | PERCEPTION | ENDURANCE | CHARISMA | INTELLIGENCE | AGILITY | LUCK

LUCK POINTS

SKILLS

NAME	TAG	RANK
Athletics [STR]	☐	
Barter [CHA]	☐	
Big Guns [END]	☐	
Energy Weapons [PER]	☐	
Explosives [PER]	☐	
Lockpick [PER]	☐	
Medicine [INT]	☐	
Melee Weapons [STR]	☐	
Pilot [PER]	☐	
Repair [INT]	☐	
Science [INT]	☐	
Small Guns [AGI]	☐	
Sneak [AGI]	☐	
Speech [CHA]	☐	
Survival [END]	☐	
Throwing [AGI]	☐	
Unarmed [STR]	☐	

COMBAT

MELEE DAMAGE | DEFENSE | INITIATIVE

POISON DR

HEAD (1-2)			
Phys. DR		Rad. DR	
En. DR		HP	

HEALTH
Maximum HP
Current HP

LEFT ARM (9-11)			
Phys. DR		Rad. DR	
En. DR		HP	

RIGHT ARM (12-14)			
Phys. DR		Rad. DR	
En. DR		HP	

TORSO (3-8)			
Phys. DR		Rad. DR	
En. DR		HP	

LEFT LEG (15-17)			
Phys. DR		Rad. DR	
En. DR		HP	

RIGHT LEG (18-20)			
Phys. DR		Rad. DR	
En. DR		HP	

WEAPONS

NAME	SKILL	TN	TAG	DAMAGE	EFFECTS	TYPE	RATE	RANGE	QUALITIES	AMMO	WEIGHT
			☐								
			☐								
			☐								
			☐								
			☐								

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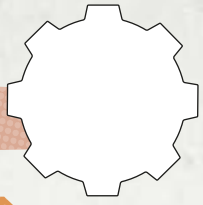

AMMO

CALIBER	QUANTITY

GEAR

ITEM	LBS.
CURRENT CARRY WEIGHT	
MAXIMUM CARRY WEIGHT	

PERKS & TRAITS

NAME	RANK	EFFECT

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Fallout
THE ROLEPLAYING GAME

CHARACTER NAME

XP EARNED	
XP TO NEXT LEVEL	
ORIGIN	

LEVEL

STRENGTH | PERCEPTION | ENDURANCE | CHARISMA | INTELLIGENCE | AGILITY | LUCK

LUCK POINTS

SKILLS

NAME	TAG	RANK
Athletics [STR]	☐	
Barter [CHA]	☐	
Big Guns [END]	☐	
Energy Weapons [PER]	☐	
Explosives [PER]	☐	
Lockpick [PER]	☐	
Medicine [INT]	☐	
Melee Weapons [STR]	☐	
Pilot [PER]	☐	
Repair [INT]	☐	
Science [INT]	☐	
Small Guns [AGI]	☐	
Sneak [AGI]	☐	
Speech [CHA]	☐	
Survival [END]	☐	
Throwing [AGI]	☐	
Unarmed [STR]	☐	

COMBAT

MELEE DAMAGE | DEFENSE | INITIATIVE

POISON DR

OPTICS (1-2)			
Phys. DR		Rad. DR	
En. DR		HP	

HEALTH
Maximum HP
Current HP

ARM 1 (9-11)			
Phys. DR		Rad. DR	
En. DR		HP	

ARM 2 (12-14)			
Phys. DR		Rad. DR	
En. DR		HP	

MAIN BODY (3-8)			
Phys. DR		Rad. DR	
En. DR		HP	

ARM 3 (15-17)			
Phys. DR		Rad. DR	
En. DR		HP	

THRUSTER (18-20)			
Phys. DR		Rad. DR	
En. DR		HP	

WEAPONS

NAME	SKILL	TN	TAG	DAMAGE	EFFECTS	TYPE	RATE	RANGE	QUALITIES	AMMO	WEIGHT
			☐								
			☐								
			☐								
			☐								
			☐								

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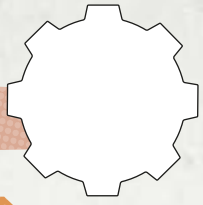

AMMO

CALIBER	QUANTITY

GEAR

ITEM	LBS.
CURRENT CARRY WEIGHT	
MAXIMUM CARRY WEIGHT	

PERKS & TRAITS

NAME	RANK	EFFECT

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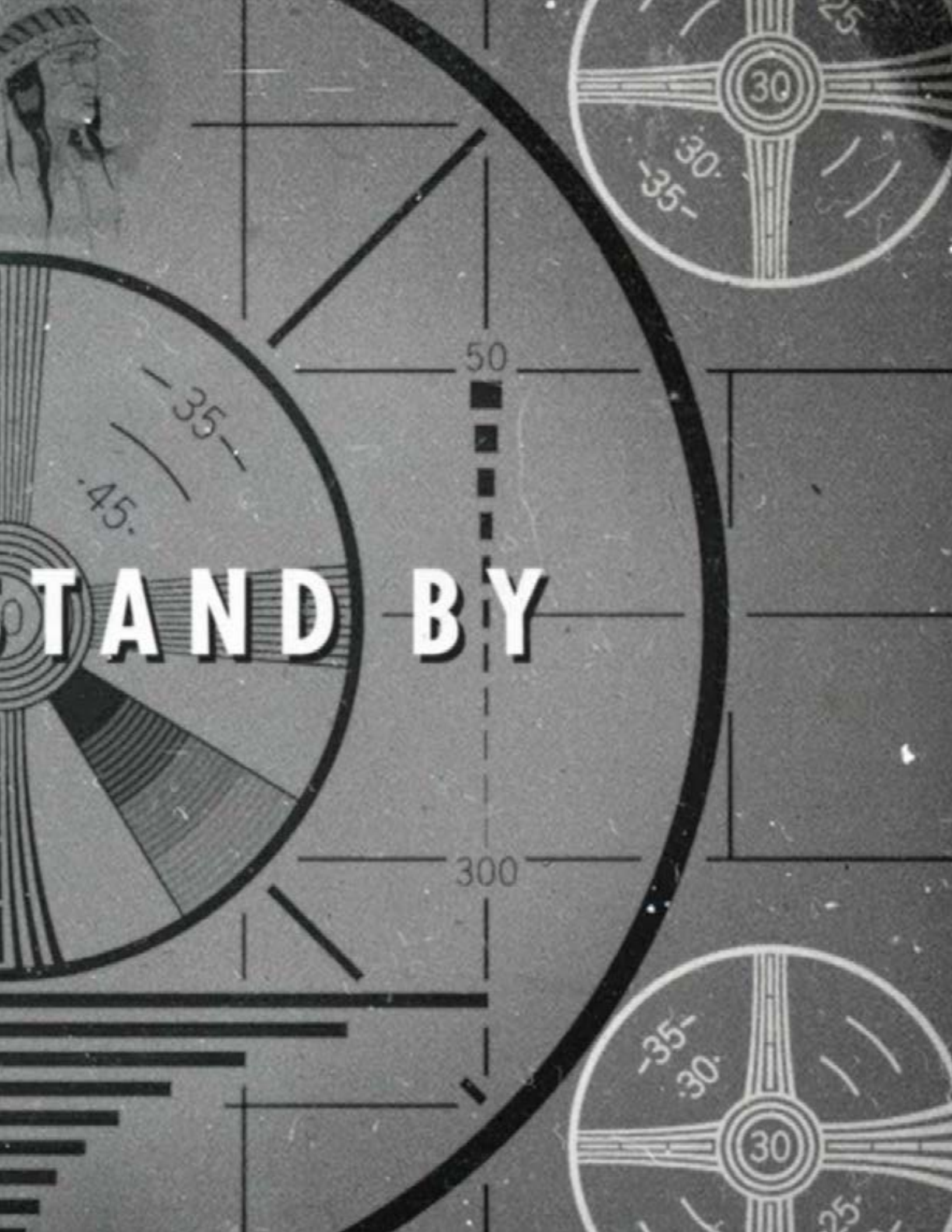
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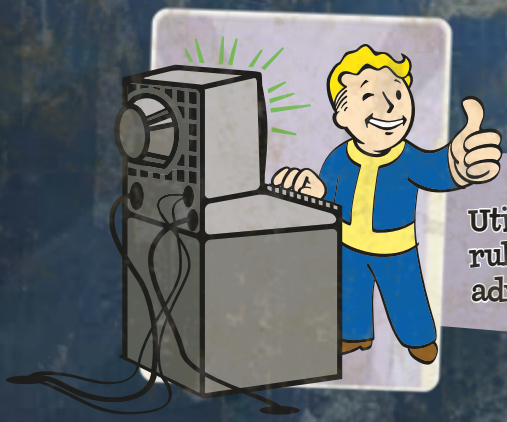

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